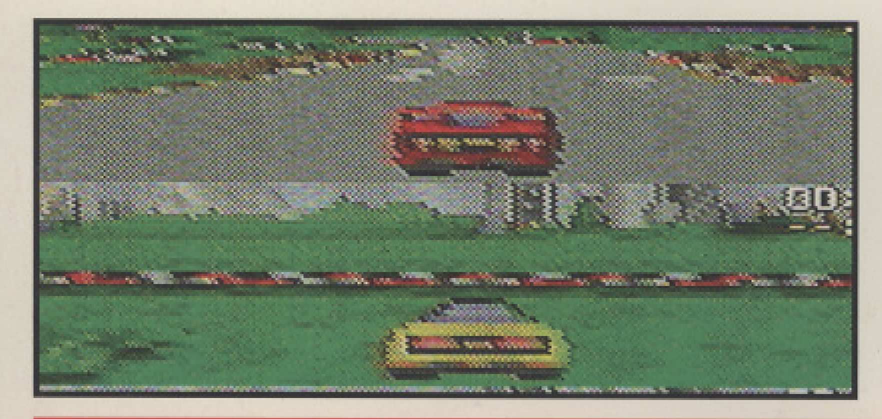

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CONTENTS

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THOSE EARLY BITS

PREVIEWS





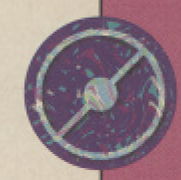
REVIEWS







GUIDE SPECIALS



NEWS

'EVERYBODY'S GIRLFRIEND'





Music inspired by the Amiga? Strange but true! Not to long ago I got a letter from David Pleasance the ex Managing Director of Commodore. Blimey, what was this about, this is a very high powered man to be writing me a letter. It seems that he is involved with a company called Tangent Music Designs. They are David himself and two other partners, Edward Fermour, who played live on the Commodore stand at the FES in 1993 and who has a long and elaborate history in the music industry, and Richard Knox, another of these musical types. Essentially what we have here are some talented guys who have decided to put together an album of music dedicated to and inspired by the Amiga. When I first heard of the idea I have to admit that I was rather dubious about the whole idea but after several phone conversations with David Pleasance I decided that maybe it wasn't such a strange idea. This project is, it seems, the brain child of David himself and together with two other talented musicians he has set about turning this idea into a reality. One of the main aspects of the music production seems to be aimed at showing off just how good Amiga technology is in the recording studio. David Pleasance is obviously very passionate about the Amiga and this is demonstrated in the creation of this album. There are fourteen tracks and from what we hear it should be quite something! David is a firm believer that the Amiga needs to raise it's standards in order to stay in the game. He recognises the tough period that the marque is presently going through at the moment. His suggestions to bring the Amiga up to spec include the introduction of a standard A1200 with a CD ROM. He also feels that there are several ways in which the Amiga could penetrate the Music industry having a MIDI as a low cost optional extra being one suggestion. Well who knows what ESCOM have in store for us, Read on and we'll tell you!

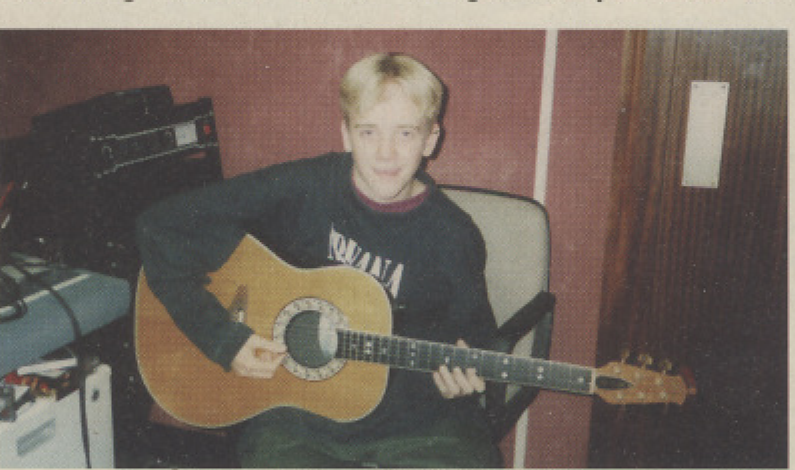
If you wish to order a copy of "Everybody's Girlfriend" there is a credit card hotline on 0181 573 5614 and postal orders can be sent to "Everybody's Girlfriend", Tangent Music, Dial House, Unit 6, Peter James Business Centre, Pump Lane, Hayes, Middlesex, UB3 3NT.

ENTERPRISING ESCOM

At the time of going to print there were rumours that ESCOM are planning more with the Amiga than anyone had originally expected. There have been accusations that ESCOM were aiming to simply have one last hit at the Amiga market before concentrating on the Commodore PC market and development. This it seems is not the case. There are rumours of an A1300? We have also heard talk of standard CD ROMs. When we know exactly what is planned we will let you know but until then keep your eyes and ears open!

ABSOLUTELY AMOS!

So you've seen our new AMOS pages! Have you written a game in AMOS? Do you want it reviewed in The One? well if you do then send us a copy and we'll pass it on to Mr Amiga to check out! The address is, Mr Amiga, The One Amiga, 16-17 Hollybush Row, Oxford, OX1 1JH





BOOT SECTOR

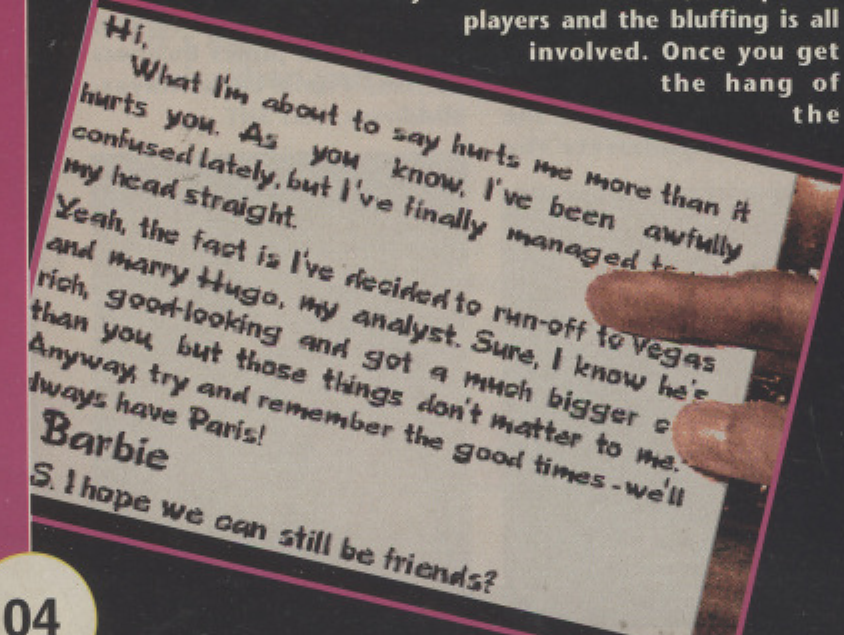
HOLLYWOOD HUSTLER

DESERT STAR SOFTWARE

Can you believe it. Yet again we bring you yet another storming game with the One Amiga, your favourite Amiga mag. This time we bring you Hollywood Hustler! This is the game that was reviewed in our October issue and scored a big 85%. Here's what we had to say about it,

"This game is really good. It will probably only appeal at first to those of you who actually like poker or who like the idea of knowing more however there are several people in the office with no prior knowledge of the game who have ended up really getting into this game. You have three levels of difficulty, rookie average and Hustler. This means that even as an uninitiated player you should be able to get to grips with things. Hell that shouldn't be a problem. The play is based on some serious research of real poker players and the bluffing is all involved. Once you get the hang of the game you will start to pick up all the bluffing tactics that are involved and then you will start to see what's going on and how you can play your cards to your best advantage. The manual gives you a good introduction to the rules of the game and from here on in it's down to you and the luck of the draw. You can play either fifteen, twenty-five or unlimited hands. This game could go on for ever? Well 999 hands anyway.... " not bad hey? There's more...

"I like this game, I mean I really like this game. Hollywood Hustler is as refreshing as a cold lager on a hot summers day. Here is a game that has been nurtured throughout it's creation. The developers of this game really look on it as their baby, well that's the impression I get anyway. The whole package from the innovative box design to the game itself is something new. This game is nothing like your average computer game where you face impossible missions or take on implausible roles. This is a seriously


Hi,
What I'm about to say hurts me more than it hurts you. As you know, I've been awfully confused lately, but I've finally managed t my head straight.
Yeah, the fact is I've decided to run-off to Vegas and marry Hugo, my analyst. Sure, I know he's rich, good-looking and got a much bigger c than you, but those things don't matter to me. Anyway, try and remember the good times - we'll lways have Paris!
Barbie
S. I hope we can still be friends?





researched game.
What game is it? Well it's poker. Straight and simple poker. For those of you who know nothing about poker, let me tell you that this is one of the finest card games known to mankind. It is a game of luck, tactics, bluffing and money, big money, fortunes can be lost and made across the card table. Until recently I to was one of the uninitiated, now however I am worldly wise. Poker is a lot of fun but this game takes it to new heights. The playing screen of this game remains fairly much the same throughout the game... ....
The game is all part of a story. You take on the role of a man who is having a very bad day. You are on Sunset boulevard, a strip that runs through all that Hollywood has to offer, glamour, wealth and endless shattered dreams. So what can I say. The game was priced at £24.95 and available through mail order but now it's free with the One Amiga.

LOADING

We still have our rather simplified loading procedure and this month as we have the game all on one disk it's even easier, no insert disk two prompts to follow. All you have to do is stick the disk in it's slot and then turn on your machine, ace or what! Well you think so when you get your sticky mitts on this game. It's one hell of a game!

CONDITIONS

During the production of our cover disc, we constantly check to ensure that the quality of the disc meets our readers requirements. Whilst discs are checked for virus's, may we point out it is the readers responsibility to virus test the product prior to installation. Similarly prior to instalment, you should check the shutter of the disc, to ensure that it has not been damaged in transit. This is best done by gently sliding the shutter to the left and allowing it to spring back.
Please note that neither The One Amiga nor Maverick Magazines can be deemed liable for any problem arising from the use of the discs. Installation or running any of the programmes on the disc indicates your agreement to this condition.

TECHNICAL SUPPORT

Problems installing the game? Then ring our technical support line on 0891 715929 (weekdays 10am - 12.30pm, 1.30pm - 4.30pm) who may be able to offer useful installation advice. Calls are charged at 39p per minute cheap rate and 49p at all other times. Please ensure you have the permission of the phone owner before making the call.
In the unlikely event your disc is damaged or simply doesn't run please return it to the duplicator, Tib Plc, Tib House, 11 Edward Street, Bradford, BD4 7BH. (who may be contacted on 01274 736990) with a stamped addressed envelope and two 25p stamps. Where it is a duplication fault, the postage will be returned along with the replacement disc. Please note we do not carry stocks of replacement discs and all





HOLLYWOOD HUSTLER 1

CONTENTS

2 HOLLYWOOD HUSTLER

INTRODUCTION

Hey, forget all those bleeps and lifeless cartoon characters. Welcome to the real world - the real hard-core gambling world of HOLLYWOOD HUSTLER!

HOLLYWOOD HUSTLER is the product of a creative collaboration between two brothers, Robin Keen, screenwriter & experienced Hollywood movie-world hustler, and Bridge international & Maths grad Dave Keen, PhD - a.k.a. *"The Doc"*. The result is the ultimate card game, not only because of the wholly authentic and compelling nature of its play, but also its innovative use of digital graphics and sampled sound, which provide a new and exciting frontier of realism. So, now Friday night... Saturday night... any night...



Could be your lucky night, punk!

HOLLYWOOD HUSTLER 3

THE STORY SO FAR

I don't know the time, but it's late. Seems like I've been walking these streets for ever. A sign up ahead reminds me that I'm still on Sunset. Sunset Boulevard, that legendary pathway that runs through the glamour and the sleaze, the dreams and the nightmares of Hollywood. As I stop at a street corner, the spicy aroma of Mexican food hits me from a late-night diner opposite. The depressing drone of *Mariachi* music mingles with the hum of a neon sign from a poker club next-door. A sudden gust of wind snatches at a letter in my hand.

It's been one of those days, you know the sort I mean. I should've known from the moment I woke that today was going to be a bummer... with a capital B! I switched on the radio to hear a warning that the *Santa Anas* were due to hit town. What was it that crown prince of L.A. novelists Raymond Chandler said about times when those damned desert winds blow? *"Anything can happen."* And sure enough today it did... in spades!

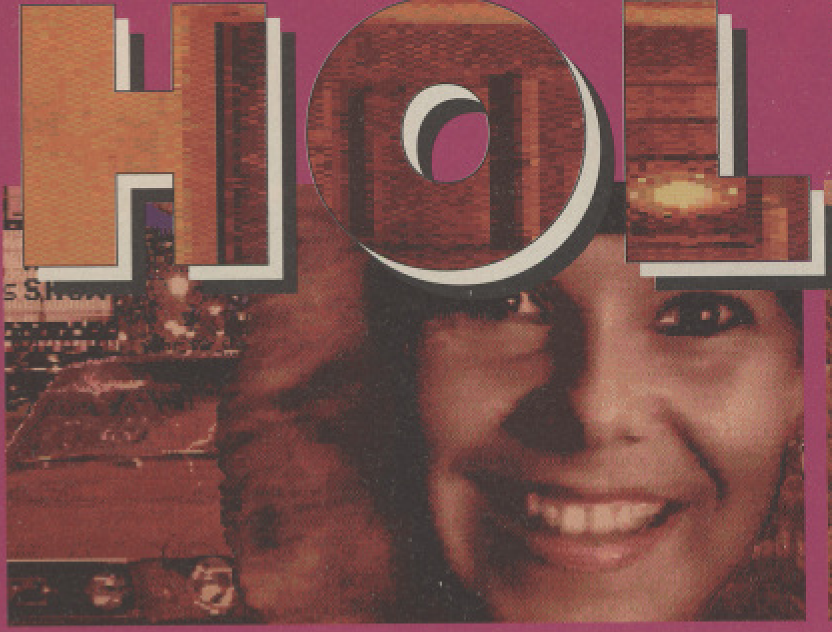
I rolled into work like any normal day. I drive one of those goofy tour buses over at Universal Studios. Candy-striped contraptions, full of starry-eyed families from hometown USA and eager groups of oriental tourists pointing expensive cameras. *"Okay folks, now we're gonna relive that great scene from The Ten Commandments and cross the Red Sea...."*

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Don't ask me why, but today, instead of waiting as usual for the waters of the mechanized backlot *sea* to part, I drove straight on. Moments later, amid bizarre scenes of angry baptized passengers and water-spouting cameras, I was being dealt my cards. An instant career-move - farewell the land of Dreams and Money, hello Welfare!

Armed with a final pay-check, I drove to my local bar and proceeded to get drunk. Still, despite my bad luck, at least I knew that waiting for me at home was my faithful ever-loving babe, Barbie. With that uplifting thought, I downed a final beer and headed back to our apartment, a cheap but cheerful pad in one of Hollywood's less glitzy neighborhoods. However, on arriving there was no sign of Barbie, only a folded note with my name on the front. Funny, no kisses. I opened it. The first words were something about being confused, the rest you can read between the lines! Like great philosophers throughout the ages, I sat and contemplated my life, the crumby state of my existence. Jobless, and now babeless! I had to start making some decisions, like cosmic and big. So I did, I hit the bottle again!

Just as the rye was running dry, there was a knock at the door. My heart skipped a beat. I thought, *"it's all been a mistake, she's back."* But no, it was just a repo man bearing yet more good news. Seems I was behind on my car.



HOLLYWOOD HUSTLER 5

He gave me some papers and I gave him the keys. Considering how things were going, fair exchange, I guess.

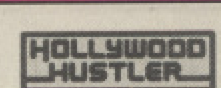
Anyway, back to my lonely street corner. With liquor-misted eyes, I look around at the glimmering lights of Hollywood, trapped like a moth in the even brighter flame of the surrounding metropolis of L.A. Los Angeles. Some folks call it the city of Lost Angels. Now I was one of the lost....

THE CAST

JOE - A weird prodigy of the Sixties. After having spent most of that decade on another planet, and much of the time since in a Zen Buddhist commune, Joe now manages the *Pussycat* porno-theater across the street. However, don't be fooled by the shirt and tie, he's still as way-out as ever. Om! mani-pad-me Om! - ya dig?

MONTANA SLIM - The somewhat unsavory chef from the diner next to the club. Slim is a man of many vices, from booze to broads, gambling to gluttony. He just loves his own cooking, especially his infamous red-hot chilli. So you've been warned!

CHUCK - Would-be movie star who works as a nightclerk at the motel down the block. So far, his rugged goodlooks haven't landed him any major parts, though they have attracted a few potshots from jealous husbands.

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JACKIE - *Miss Astrodate* - A pretty, smalltown girl who came in search of the *Hollywood Dream*, but found only a walk-on/take 'em off role at the exotic cabaret lounge nearby. Jackie's one lonely and disillusioned chick. Have you got what it takes? Could you be the guy that takes her away from it all?

LOADING

After ensuring that a joystick is connected to your machine, insert the INTRO DISK and switch on. Once you have completed the initial protection check, you will be offered one of three choices:

1. Do nothing and you will see the full Intro - A must for all first-time players!

2. Press the fire-button for an edited version of the Intro.

3. Push Right for direct entry to the club.

DISK SWAPS

In order not to detract from HOLLYWOOD HUSTLER'S general cinematic style, all disk messages have been eliminated.

Once you have completed the standard signing-in process and the notice board has appeared, insert the GAME DISK. Then press the fire-button, which is the general method of advancing throughout the game.

HOLLYWOOD HUSTLER 7

When the game is over and the *Score-Box* has displayed the final outcome, *"YOU'VE WON..."* or *"YOU OWE..."*, insert the END DISK and press the fire-button to update the score data and run the appropriate end sequence. The game offers three varied endings dependent upon the level of your success. One a slight tease, one a definite pain, and the third... TOP *HI-SCORES* - HUSTLER LEVEL ONLY... too hot for words! After experiencing your fate and the final credits are on screen, insert the GAME DISK once more and press the fire-button. This will return you to the DISK MENU and allow you to start a NEW GAME.

NOTE - To finish an UNLIMITED GAME press F on the keyboard. This will update the *Hi-Score* table and roll the relevant end sequence.

DISK & OPTIONS MENUS

When using the DISK MENU the first step you must normally take is to decide on the manner of game you wish to play.

1. Press SELECT LEVEL to view the OPTIONS MENU.

2. Move the cursor over the level you wish to play - ROOKIE, AVERAGE, or for the real man's game, HUSTLER, and press the fire-button.

3. Next, using the same method, select the number of hands you want to play - 15, 25, or for a heavy session, UNLIMITED (999 Hands).

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At this point, you can opt to view the *HI-SCORE* table for the level you have chosen, or move directly to start a NEW GAME or LOAD an old.

SAVING A GAME

At the end of each hand - i.e. when the *Score-Box* is on screen - you can exit the game by pressing Q on the keyboard, followed by the fire-button. This will return you to the DISK MENU, where you can then select SAVE GAME and store your current attempt.

All saves are stored on the GAME DISK, which must always remain with its write-protection removed. One save for each of the nine types of game can be stored on this disk. The GAME DISK can be freely copied, and it is strongly recommended that you make all your saves on a copied version, thus avoiding the risk of damage occurring to your original disk. If you wish to store more than one save of a certain level, simply make another copy of the GAME DISK prior to play and proceed from there. You can now select a new game format or continue with the existing level by pressing NEW GAME.

RULES OF THE GAME

The basic rules of *Five Card Draw Poker* - the classic American bar-room and casino game - are reasonably simple, though the tactical aspects of play are a tad more complex as you will discover later.

HOLLYWOOD HUSTLER 9

1. At the start of every hand each player deposits $5 in the pot, your opening stake.

2. You are then dealt five cards, which forms the basis of your hand.

The various types of hand are listed below in ascending order of value.

	EXAMPLES
HIGH CARD ONLY	J♦ 8♥ 9♣ 7♠ 6♦
PAIR	A♦ A♣ 8♥ 7♦ 4♦
TWO PAIR	K♣ K♦ 7♥ 7♣ 4♣
THREE OF A KIND	5♥ 5♠ 5♣ 4♣ 8♥
STRAIGHT / RUN	2♣ 3♦ 4♥ 5♦ 6♠
FLUSH	3♣ 8♣ 6♣ 4♣ 9♣
FULL HOUSE	4♠ 4♣ 4♥ 6♣ 6♦
FOUR OF A KIND	8♥ 8♠ 8♦ 8♣ J♥
STRAIGHT FLUSH	5♦ 6♦ 7♦ 8♦ 9♦

NOTE - Aces are counted as high.

3. After assessing the potential of your hand, you can either continue or *DROP*, the latter move costing you only your original stake.

4. If you decide to proceed with your hand, you will encounter a round of betting, after which you can change up to 3 cards.

5. The betting then continues until all but one of the players *Drop*, or all those remaining *CHECK* and expose their cards, either way producing a winner. If several hands are closely matched, each player's cards will be compared to the last feature to determine the winner.

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However, should two or more hands be completely tied - i.e. containing cards of identical value, albeit in different suits - the pot will be split equally among the players involved.

CONTROLS

DROP $ · CHECK · BET RAISE · POT $

The illustration above shows the game control panel, through which you communicate your decisions by using the following simple joystick commands:

To *DROP* move joystick to select the correct text panel and press the fire-button.

To *CHECK* move joystick to highlight the required panel and press the fire-button - This will cost you the amount featured in the box, though sometimes the value will be nil if you happen to be the first player or those before you have declined to make a bet.

To *BET/RAISE* move joystick to activate the appropriate panel, then press the fire-button. Moving the joystick UP now allows you to increase your bet in stages between $10 and $25. Pulling DOWN will lower the amount if you happen to be a tad too eager. Once you have settled on your *Bet/Raise*, just press the fire-button again to confirm.

HOLLYWOOD HUSTLER 11

CHANGING CARDS

At the appropriate stage of the hand a cursor will appear round your first card. You can now change up to three cards, though of course if Lady Luck has been really kind you may not wish to change any. Use the joystick to move from card to card. Pull DOWN to remove unwanted cards, or push UP to restore a card in the event of an error. When you have finished making your discards, HOLD the fire-button Down and push RIGHT. Your new cards, if requested, will then be dealt.

THE COMPETITION

Most computer card-games can be fun for a while, but eventually they become predictable and boring. However, HOLLYWOOD HUSTLER is different. Each time you play, your computer opponents Joe, Chuck and the legendary Montana Slim provide you with a fresh challenge. So, just when you think you've got ol' Slim sussed as gutless, a breeze... he'll blow you away!

Wow! You've finally made it on to the *Hi-Score* table, huh? Ah, but watch out next time, because any of these guys can rob of you of your proud position and knock you straight back into the cruel depths of obscurity. To be a winner at HOLLYWOOD HUSTLER, you will need to be one mean card player - a genuine Hustler worthy of taking on the best Vegas has to offer.

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Unlike most computer card-games, your opponents don't have the power to cheat - i.e. possess knowledge of your hand. They don't need to! Once you've played against these guys you'll know that artificial intelligence is here, and with a vengeance! They watch, they listen, they analyze... and in your darkest moments you could be forgiven for thinking they're actually... no, that's crazy!

CARD-SCHOOL

If from the initial deal you are sat with what looks like a winning hand try to keep the other players in as long as possible - don't scare them off with wild betting - give them the chance to change cards and acquire at least some semblance of a decent hand - before going the whole hog and letting rip with $25s. It is not enough just to win, the art of the game is to win enough, certainly if you want to make the *Hi-Score* tables.

If your hand is only average, you could try to improve the odds of victory by upping the stakes a little, hopefully encouraging some of the others to drop and thereby narrowing the opposition.

If your hand is useless, basically the proverbial crock of ****!, you can either *Drop* and minimize your losses, or if you're feeling adventurous, you could try to pull a bluff with some heavy betting! No, I said betting not petting - that comes later!



HOLLYWOOD HUSTLER 13

With three players still in the game, such tactics would be unadvisable. However, with only one player confronting you, it could well be worth a try. In fact, a certain degree of bluffing and erratic play is essential if you wish to avoid becoming too predictable to your opponents. They'll use these same cunning techniques and many more against you, you can bet on it!

The next step in your card-school education is to start watching and listening. For instance, how many cards did your opponent change? If three, then the most he could have had was a Pair. If one, possibly Two Pair, four cards of a Flush or perhaps the makings of a Straight - Now he's sat there with a good hand, a real humdinger or perhaps absolutely zilch. In order to further solve the mystery, consider how eager he was during the first stage of betting, and how the level of his enthusiasm has changed. Apply these techniques to all three players and you will begin to understand the name of the game.

SNEAK PREVIEW

Imagine the scene.... it is the last hand of the session and you are desperately close to beating the top score on Hustler Level, a mere stone's throw from achieving that final mysterious ending. You have three Aces and the pot is heaving with eight hundred bucks in it. All that stands between you and victory is the Big Man himself...

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Slim has been quiet all night, barring his usual enlightened outbursts, but now he is chucking those chips about like bar-nuts. *"Raise ya twenty-five!"* resounds round the hushed club. Although Slim's had a lean time at the table, it's certainly done nothing to dampen his thirst, as the weary Waitress will vouch. *"Is he just smashed,"* you think to yourself, *"or is that really a good hand he's got there?"*

For a brief moment the pressure plays tricks on your senses - a breath of exotic perfume wafts toward you from out of nowhere, and the image of a beautiful sunrise flashes before your eyes.

Now the pot reaches a thousand, a cool grand! Funny how hot you're feeling, your throat dry and your palms clammy. Suddenly the floor beneath you shakes and the lights briefly fail. A slight earth tremor. Well, this is L.A.

However, you decide it's an omen and dump your cards. Slim takes the pot. Your mind instantly fills with a flood of second-thoughts and silent curses. Was there a better hand lurking there, or nothing more than Jack high? A real twenty-four carat bluff? Perhaps you should've checked and seen his cards. But you didn't, so you'll never know. You struggle to console yourself with the fact that you've at least improved your standing on the *Hi-Score* table. Meanwhile, ol' Slim fixes you with his usual inscrutable stare and hollers out, *"More juice, babe!"*

HOLLYWOOD HUSTLER 15

QUICK GUIDE

BUTTON PRESS - General command to advance the game. Confirms all selections, as well as acknowledging change of Disk, depositing opening stake, clearing *Score-Box* etc.

JOYSTICK UP - Increases value of your *Bet/Raise*, or corrects errors in your change of cards.

JOYSTICK DOWN - Allows you to remove unwanted cards during change, or decrease value of your *Bet/Raise*.

JOYSTICK LEFT/RIGHT - Moves cursor back and forth along your cards when changing. Also, a RIGHT PUSH, combined with HOLDING DOWN the fire-button, confirms your choice of discards.

KEYBOARD PRESS Q - Enables you to exit the game and return to the Disk Menu.

KEYBOARD PRESS F - Requests the finish of an UNLIMITED game.

16 HOLLYWOOD HUSTLER

Digital Graphics & Sound
Marketing & Design
- ROBIN KEEN -

Programming
- DAVE KEEN -

Amiga Programming
- MIKE McALLISTER -

General Programming Assistance
- PHIL GRAHAM -

Marketing Assistance
- GLENN KEEN -



HILLSEA L

THE SEASIDE MANAGEMENT

They brought us the excellent Time Keepers ,an adventure in space and time. Now they bring us Hillsea Lido, an adventure in Portsmouth! Just what are Vulcan software up to?

This is the ultimate seaside management game. Not that there are a lot about but this is the best. If you always fancied running a stretch of promenade, a pier and a bit of beach then this is the game for you. Personally I've never really thought about it. Running a town or a theme park seem like fun but a beach front is not something I've considered. Now though it is on my list of future possibilities. Hillsea Lido is as much fun as most simulation games. It's set on a much smaller scale than some of the better known management simulation games but this doesn't detract from the fun of the game. I've always been a big fan of such games with Sim City being high up on my list of favourites. This is a strange game though. I spent several years living in Portsmouth and I have seen the wonders that the real Hillsea Lido has to offer and believe you me they are not all that wonderful. however now here is my chance to save that concrete ruin that looks over some rather muddy polluted looking water in the Portsmouth vicinity.

The game is all controlled with the use of the mouse. It's easy to control and the idea is very simple. You have to create a thriving tourist spot





LIDO
NT SIMULATOR

along your beach front. No problem I've spent the whole of my life living on the seafront and I must know what makes a successful tourist trap. Not so easy! I soon found that this game is actually quite a challenge. There is a lot to take into account. The preview copy I had tried out was unfinished and I had no instructions so it meant that I could put my dismal failure down to these two facts. Now however I had absolutely no excuse. There is a great deal more to running Hillsea Lido than meets the eye. Financially there is a lot to budget for and



it's not all that easy to balance the books. There are also all sorts of examples of government intervention, health inspectors for a start. The whole game really does represent some serious challenges, You might get a superb beachfront but your promenade could be failing badly! It's all down to how you spend your money and how you put together your shops and services.





THE VERDICT

This game is very like Theme Park. However it isn't in my opinion quite as good. It is on a much smaller scale. Despite the fact that this isn't the best management simulator that I've ever played it is a lot of fun. also I have to confess to being a bit of a fan of Vulcan Software. Time Keepers was simply stunning and although this is not as good it still has the same wonderful production values, the odd sound effects and the same great graphic style. The graphics aren't however state of the art and the movement isn't the greatest, it's rather jerky. However at the end of the day this sort of game isn't all about graphics, it's more about gameplay and the gameplay is pretty good. The most important thing about the game is it's value for money. if we had a score box for value for money then this would with out a doubt score ten out of ten. We are comparing it to full price games and it stands up reasonably well but this game is only a mere £12.99. Now that really is a bargain. It's also packaged in a tiny little box like Timekeepers. This is part of the mini series and I like it. Small cheap games that are of high quality. and really why do most Amiga games need such huge boxes when they only have a few discs and pamphlets with giant print for instruction manuals. Well if you are looking for a bargain game this Christmas as a stocking filler then this is it. £12.99 isn't cheap but it's cheaper than a lot and it really is a bargain.

A500 / 600

Publisher : Vulcan
Developer : In House

£12.99 Mail Order

Hard Disk Installable

Mouse and Joystick

Memory 2MB | Disks 2

GRAPHICS 82%

SOUND 78%

PLAYABILITY 80%

LASTABILITY 80%

OVERALL 80%

A1200 — Vulcan won't be releasing any AGA spefifc versions of the game, but the A500 version runs fine on our A1200.

CD32 — You CD32 owners are stuffed though.

ALIEN B...

With both Fears and Gloom already in the shops, has Team 17's latest Alien Breed game come too late? Let's join erstwhile editor Lee Brown in his quest to find out....

It all happened so long ago now. Doom, that is. Actually, that's not true at all, because Doom only happened about a year and a half ago, and that really isn't that long is it? It just seems like ages because there have been so many different Doom clones in the meantime. That is, of course, on the PC. The Amiga has unfortunately had to wait all this time to receive it's third Doom clone.

Of course, if you want to find out what I think about the game, you'll have to go and read the verdict box that's hiding over the page because as usual all you'll find out in this extensive overview is what the game is about, how it works and the whole caboodle. So, what have we here then. It's Alien Breed 3D, the latest in the Alien Breed series from Team 17, and to be perfectly honest it's easily the best of the bunch. That's not to say the others were no good though!



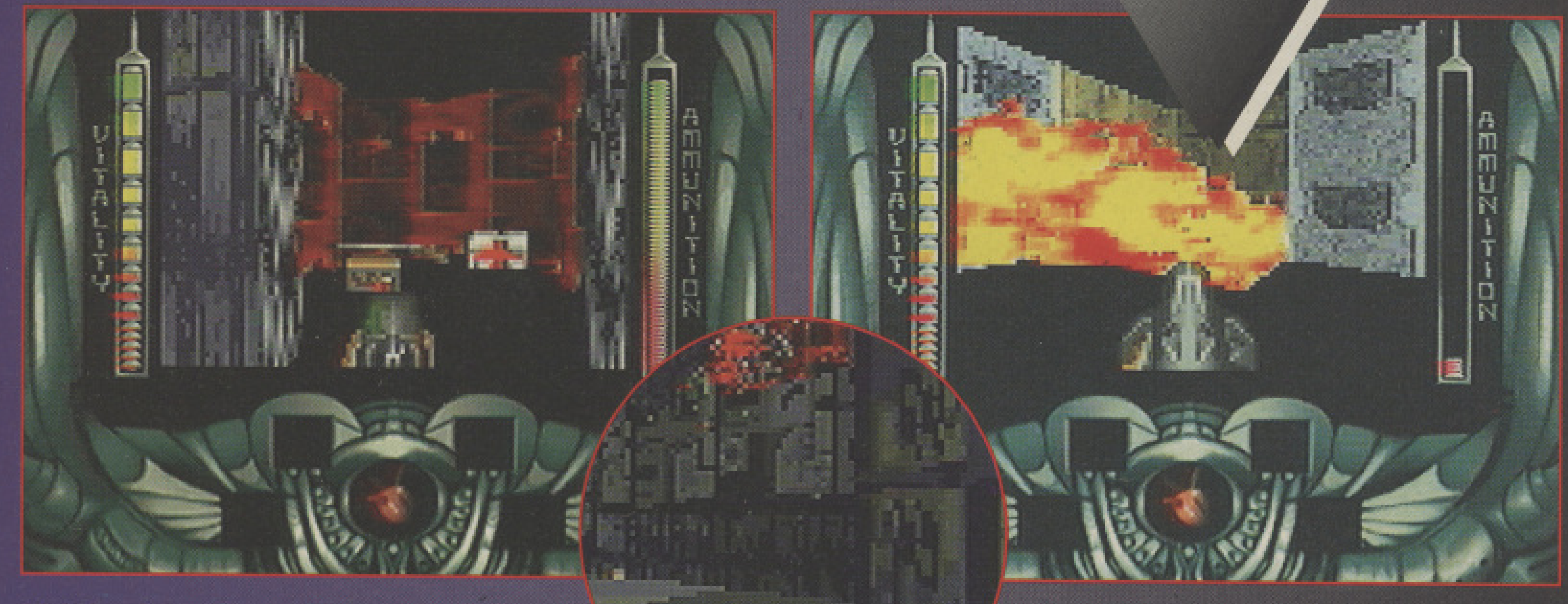
Storyline? Well, not much of one to talk about really, the usual marine type chap forced to go into battle because of escaped alien meanies kind of thing. But what of those of you who have never seen or played Doom, how about if I described the whole thing to you? How would that be, eh?





BREED 3D





Alright then. Many of you Amigaoids out there must certainly have been envious of your mates with their Atari STs at some stage. You see, they had the master of all dungeon games, the undisputed king Dungeon Master on a paltry half meg at least a year before the Amiga's slow 1 meg version appeared.

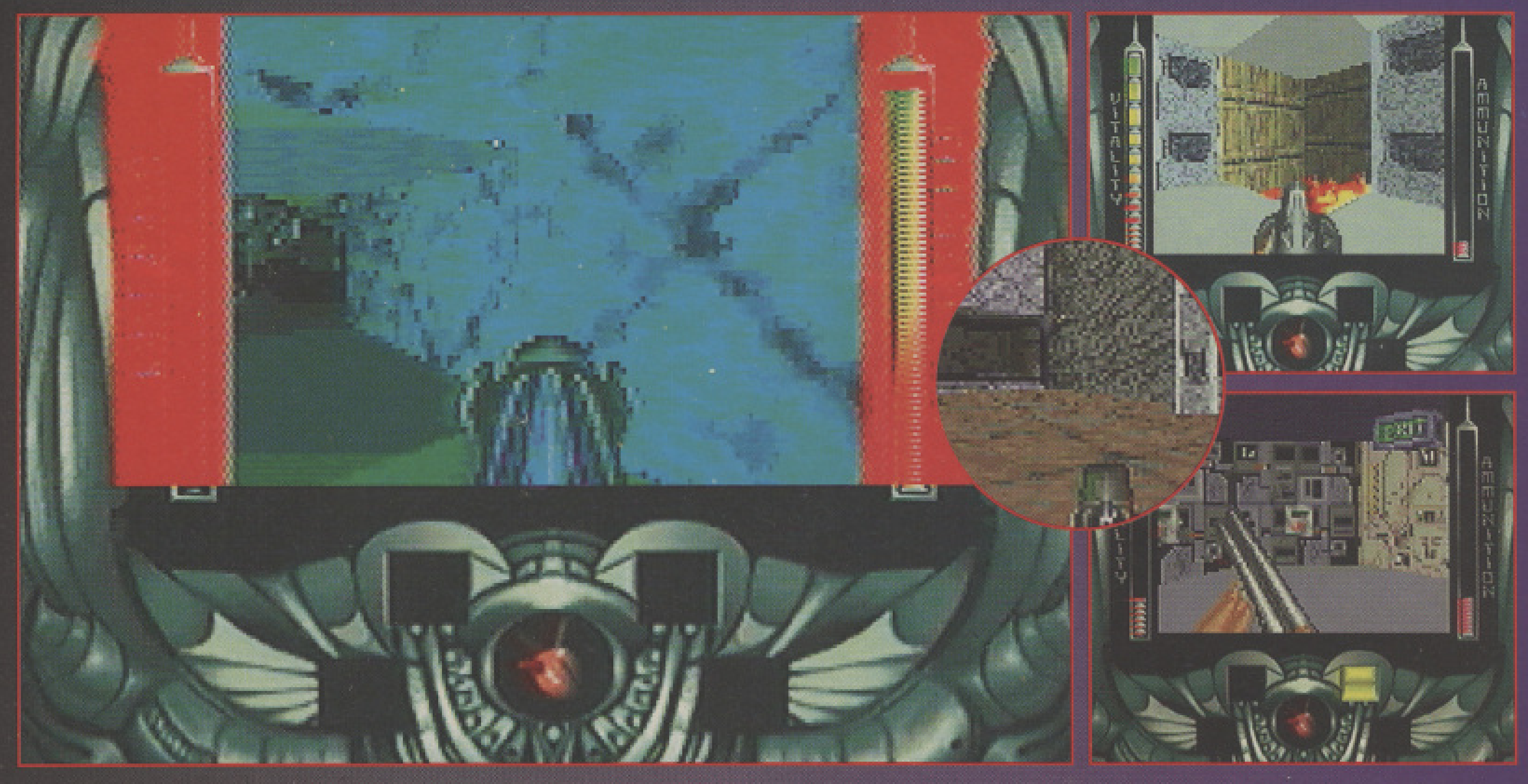
As you might recall, Dungeon Master was set in a maze with textured walls and floors which simply flipped between screens as you moved. Well, Doom takes the idea just one step further. Instead of simply flipping between screens, Doom actually had the wall moving backwards as you walked on, so you could watch the texture wall move by. Not only that, whereas in D.M. you could only turn at exact right angles, and every room was a rectangle of some description, in Doom rooms could be any shape, and you could turn through a full 360 degrees at any angle you liked.

Now, bearing in mind this amazing moving maze, you'd have thought the game-play wasn't up top much. Wrong sucker. Doom played one hell of a game, and had you as a marine sent in to clean up an escaped alien menace (surprise, surprise). Blood, and gore scored heavily on the graphics front, and everything was generally over the top. Well, the Amiga's first Doom pretenders Gloom and Fears weren't bad actually. They captured some of the great game's features, and generally made Amiga owners happy. However, Alien Breed is an entirely different kettle of fish. This games takes the Doom mantle and adds lots of bits of gold braiding to make it even more special.



One of the best examples of this is in the water. In Alien Breed 3D you can go underwater, and search for weapons and health, etc. This water is physically different to air too, because you move slower, and the sound effects become noticeably more echoey. As well as the water, AB3D also allows you to duck to proceed under low areas, and under half open doors. The main game is identical though, with a choice of five weapons each doing a greater amount of damage than the last, health constantly diminishing from alien attacks, and keys to be found for locked doors.

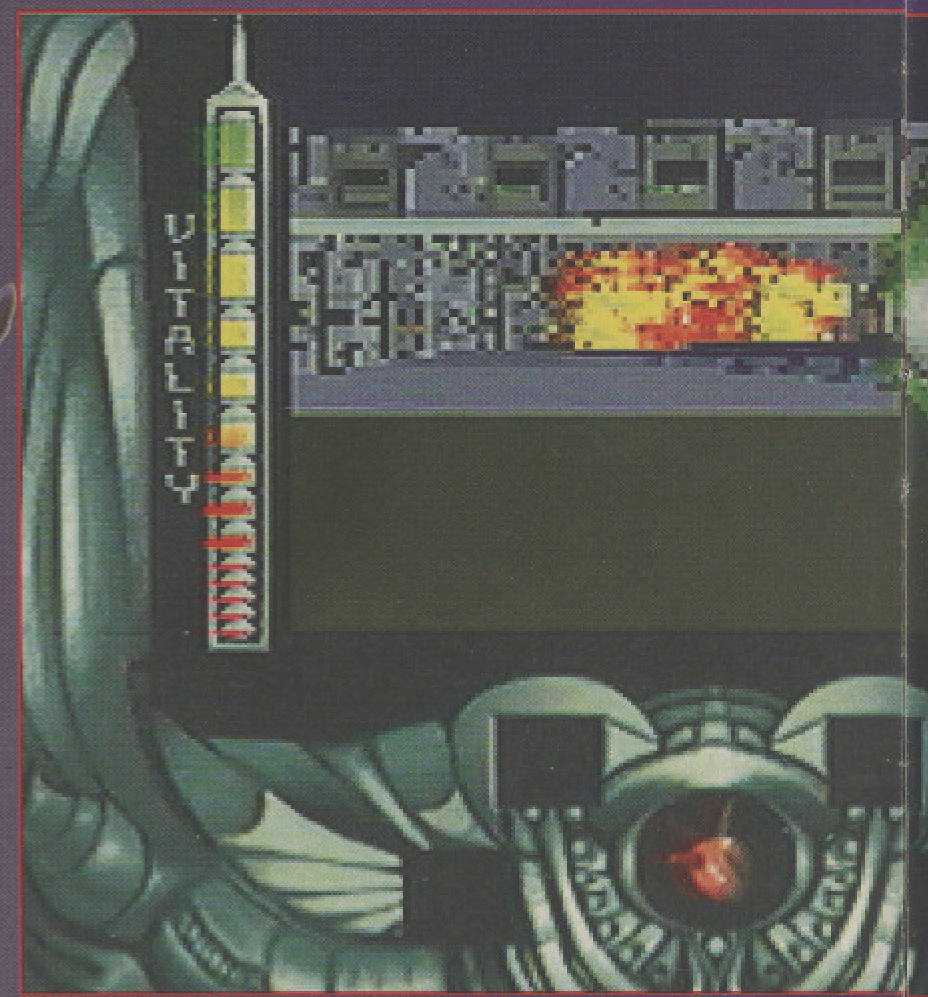
To cap it all the game

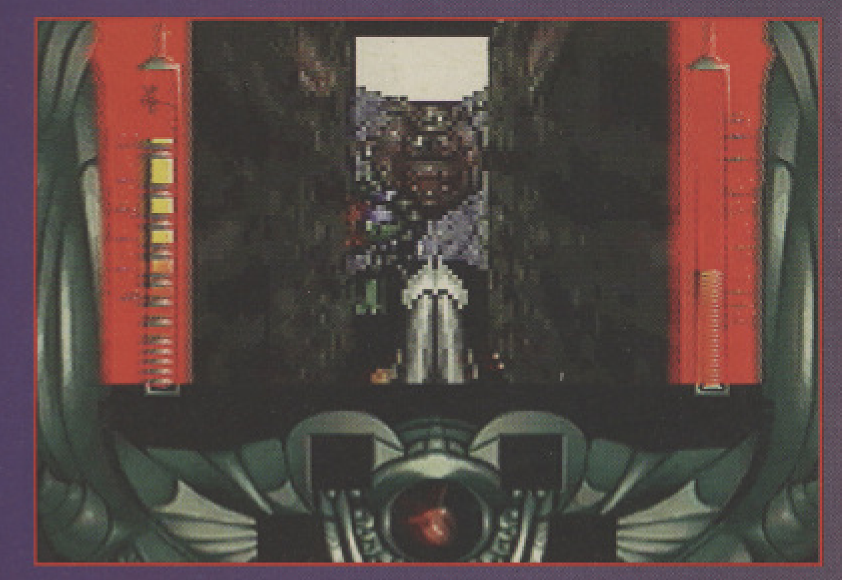


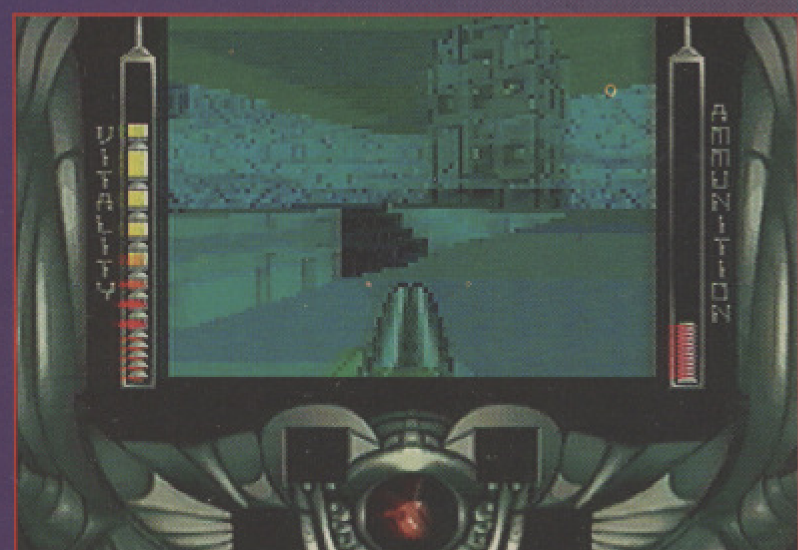
has sixteen levels of action for you to overcome, and as you progress the aliens get bigger, faster and more deadly.

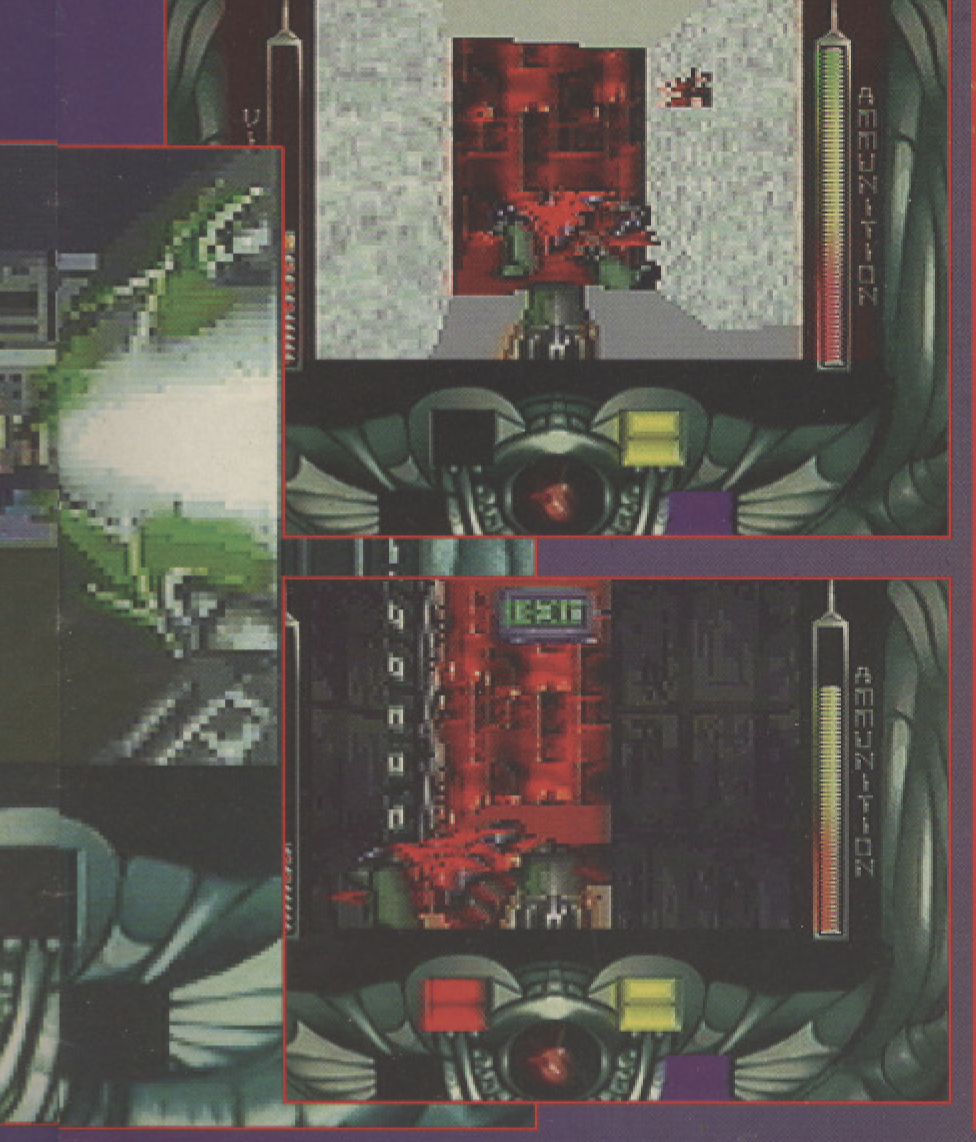
The controls are a cinch. If you want to use the keyboard you can, and the mouse control too is excellent. I found by far the best way to move your character around though was with a CD32 control pad, which allowed all the possible keyboard functions on the pad, from running and opening doors, to selecting weapons and ducking.

So, what else can I tell you before you lose interest in the whole thing and head for the verdict box? Well, I could always tell you about the fact that the game allows you to remove the high definition floors and ceilings, and make then either gouraud shaded, standard texture mapped, solid coloured shaded or simply black. Naturally on a standard A1200 the game shambles along a little bit, but with solid colour floors it fair zips along. Anything else then? Alright what about the two player link up mode, which lets you join together two A1200s and play a two-player death match between yourselves? What else do want to know? How about what I think? Why not head to the verdict box then fools!









THE VERDICT

So, what is it like then? Hmmm, it's actually bloody good. It is the best of the Doom clones on the Amiga A1200 by far, and is far more like Doom than any of the others. Of course, that could be held against it as a lack of originality but with the added extras of both ducking and underwater sections it is an unfounded claim.

It's not all good though, unlike Gloom the window area cannot be resized and the resolution cannot be changed to help with speed. The only option you have on this front is to lower the resolution of the floors and ceilings, which does help speed up the game a great deal. Generally the graphics are fine, although really they are of too low a resolution for my liking. I found myself being shot by a small group of pixels in the distance and was forced to move forwards taking more hits until I could actually see what has hitting me, before selecting the appropriate weapon and firing back.

The game is certainly challenging enough for even the most talented games players, and as yet I have been playing for several days and haven't beaten level four yet. Secret areas abound on the first few levels, and by level four I had already amassed all the weapons that the game had to offer. Perhaps a more gentle learning curve would have been better?

In any case, the game is excellent. Although I might have minor gripes about the graphics there is no doubting that the gameplay is superb. The atmosphere generated by the combination of graphics and the excellent sound effects is quite terrifying, and you find yourself wary of travelling down the corridors in case you come across one of the monsters.

And what monsters! Certainly some of the designs are base on doom, including the giant fireball-throwing eyes, but the hounds of hell that attack you on early levels are original to say the least. As I explained I have yet to see beyond the early stages, but I'm sure bigger and better creatures await the full force of my rocket launcher in the chops!

I really have nothing left to say on the game except this. If you have an A1200 or A4000, and have yet to buy a Doom-clone because you thought this would be the best, you were right. Go and get it now! Should you be lucky enough to have a friend who also owns an A1200 then you are in like flint mate, with some of the best two-player blasting I've ever seen. Just think on this though, if you have already bought a Doom-clone then this really isn't that different to warrant another purchase, and if you're waiting for the best, then I have a feeling the improved Gloom Deluxe might give Alien Breed 3D a proper run for its money. Time will tell....

A1200

Publisher : Ocean
Developer : Team 17

£29.99 Out Now

Hard Disk Installable

Mse,Jstick and Kbrd

Memory 2MB | Disks 2

GRAPHICS	92%
SOUND	86%
PLAYABILITY	94%
LASTABILITY	93%
OVERALL	94%

CD32 — A CD32 version should be in the shops about now. And it's exactly the same!

A500 / 600 — Nope, this is AGA only. You'd better get a new machine.

GLOOM DELUXE

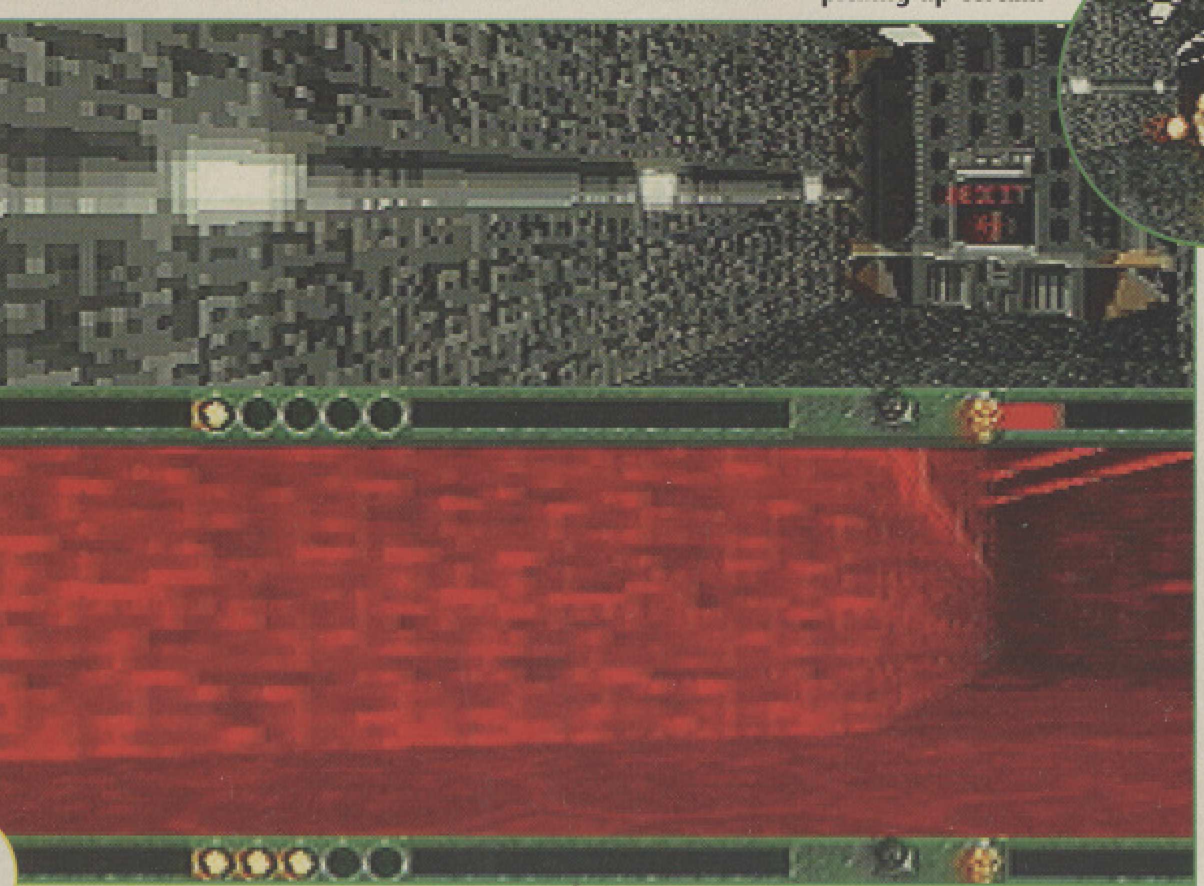
Gloom was great! Will this be any better? I reckon so!

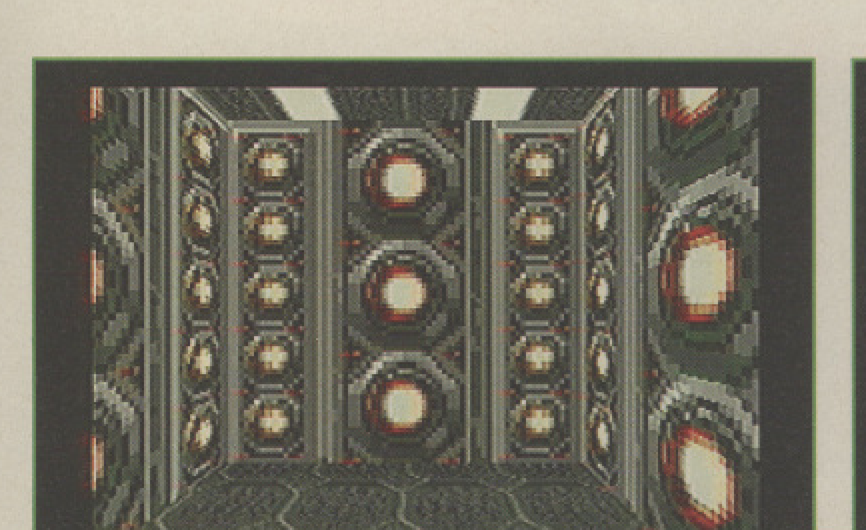
Gloom Deluxe is the next addition to the Gloom stables. This is the game that we reviewed in the first ever Maverick edition of The One Amiga. What did it score, an amazing 90%. So will the deluxe version offer us anything new and what will it be like. Well first of all for those of you who don't know what the original is like, here's a bit of what we had to say about it, "My first impressions of Gloom weren't very good as the cynic in me thought that the Amiga just couldn't pull of this style of game. The play window is initially small but by messing with the options it is possible to make the window much larger. Other options allow resolution changes etc. which can be customised until the game runs at the desired speed/smoothness.

The emphasis of the game is on action, and there is plenty of it. Just when you thought things had quietened down you'll stumble on a switch which will unleash a horde of psycho skinheads or rampaging robots, all of which want your spleen for their tea.

The only disappointing thing I can think of is that there is a distinct lack of weapons. Only one gun can be carried at a time and this can be powered up by picking up certain icons. The guns get quite beefy but the ability to carry a massive arsenal and swap between shotguns, bazookas, et al is sadly missing. Also the ammo supply is infinite and so accuracy isn't important. There could have been tense moments late on in the game when fighting hard monsters with little ammo but no.

Anyone expecting Doom has another thing coming - this is a completely different game and has many original touches and the only similarities between the

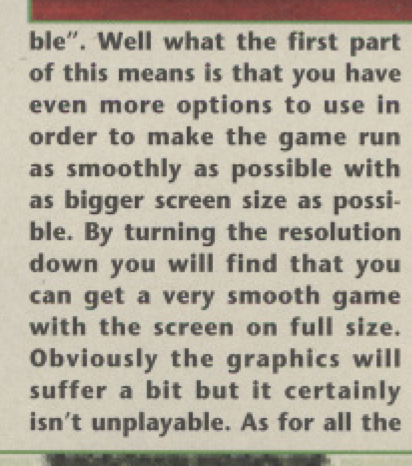




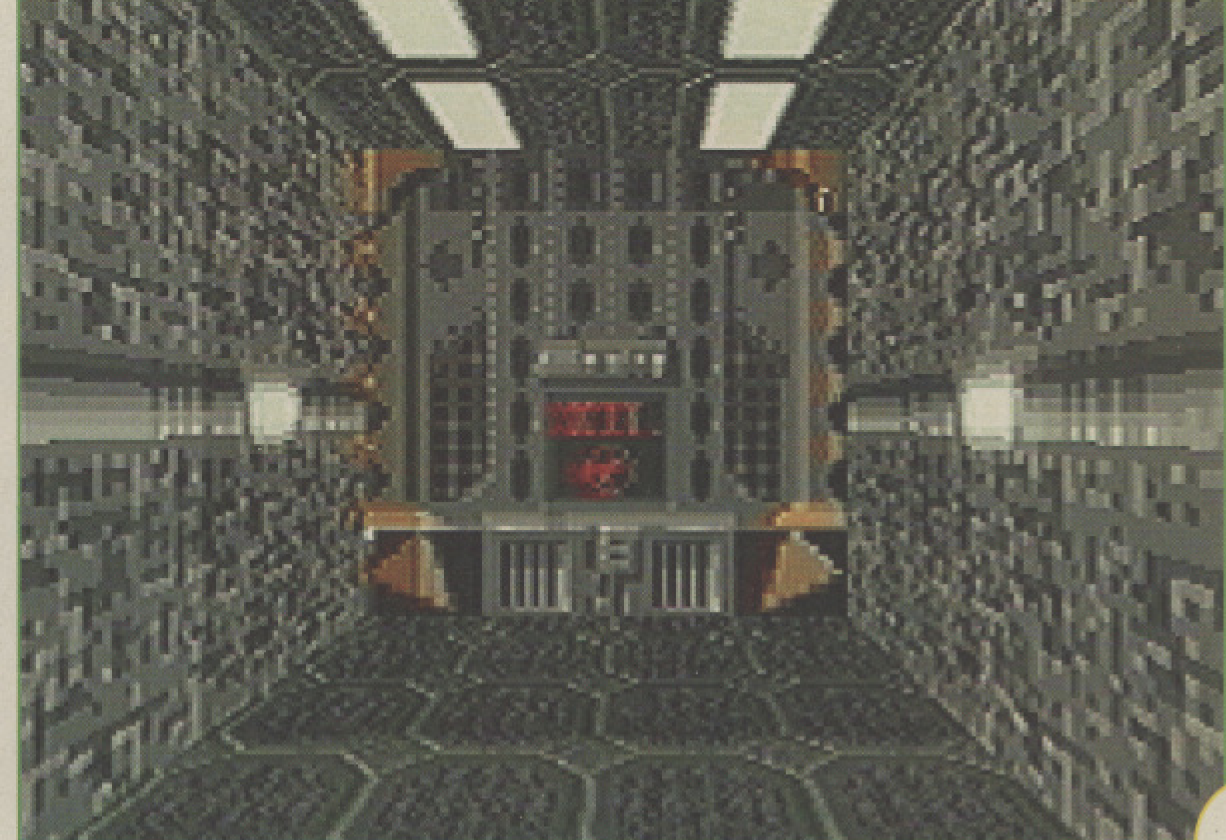


two are the presentation, the level of extreme violence and the fact that they are both bloody brilliant. Buy it now and get ready to wade knee deep in guts and entrails."As you can see we are pretty keen on this game, and rightly so. Gloom Deluxe promises much of the same just improved a bit.

So what are all these new bits and pieces that make this game Gloom Deluxe and not just Gloom? Firstly and probably most importantly there are three new stages with all new graphics! ooo er! There is the Spacehulk 2 level, The Aztec level and the Egyptian level. As well as all this there are a few extra technical bits and pieces that all help make it a better game. I'll bore you with some details. To start with there is a new and improved graphics engine which supports "1*1, 1*2, 2*1, 2*2 and 4*4 pixel resolutions and is ECS, AGA, GFX board and i-Glasses compatible". Well what the first part of this means is that you have even more options to use in order to make the game run as smoothly as possible with as bigger screen size as possible. By turning the resolution down you will find that you can get a very smooth game with the screen on full size. Obviously the graphics will suffer a bit but it certainly isn't unplayable. As for all the rest it's all flash gear that most of us don't own! On top of this it is possible to play this version on a workbench screen so you can "multitask", lucky you! There is also improved modem support so you have even more modem options to play distant friends and relatives. Will it all be worth £29.99? Well read our review in the next issue (maybe!) and you shall see!











Worms

Worms has to be the most entertainment I've ever had on an Amiga. And I really mean it! Read on and find out why!

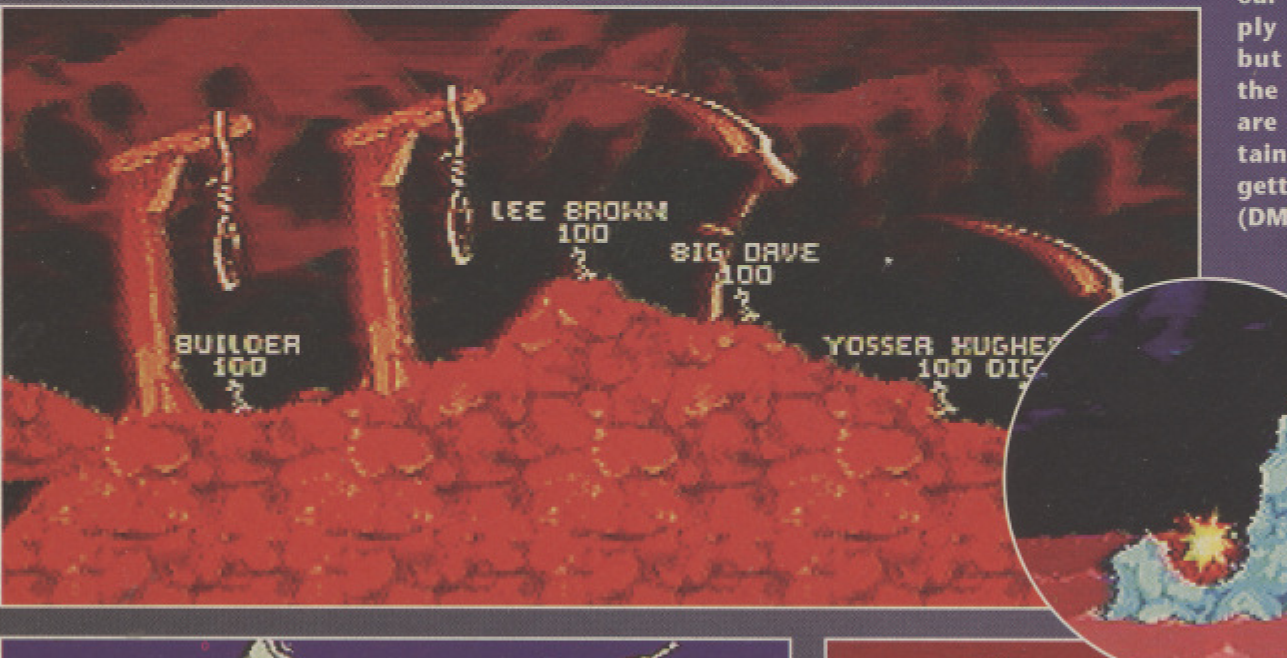
It has to be said that recently we have seen a fairly good crop of new Amiga games and the promise of some excellent future releases. As far as I'm concerned this is excellent news. How can anyone say that the Amiga is on it's way out with games as good as flight of The Amazon Queen, Coala, Super Tennis Champs, Alien Breed 3D, Exile, Dungeon Master 2 and Citadel to name but a few. Now there is Worms! I really thought that things just couldn't get much better and now they have. I'll say this right now, this is a definite game for your Christmas list!

What is worms? Well believe it or not this game is about a bunch of very psychotic worms who are armed to the teeth and intent on blowing the hell out of the worms on the opposing teams. Well why not? The game combines some of the finest points of some of the finest games and putting them all together results in an instant classic.



LEMMINGS?

The first thing a lot of people said when they saw the game was " It's like Lemmings...". Well Not really. It does have similar traits. You have several small creatures and you have several things you can make them do to achieve their goal. There is also a great deal of strategy involved. However the goal of our little creatures is not simply to reach the next room but to blow the hell out of the opposition. Though there are similarities Team 17 certainly shouldn't worry about getting sued by Mr Lemmings (DMA Design).



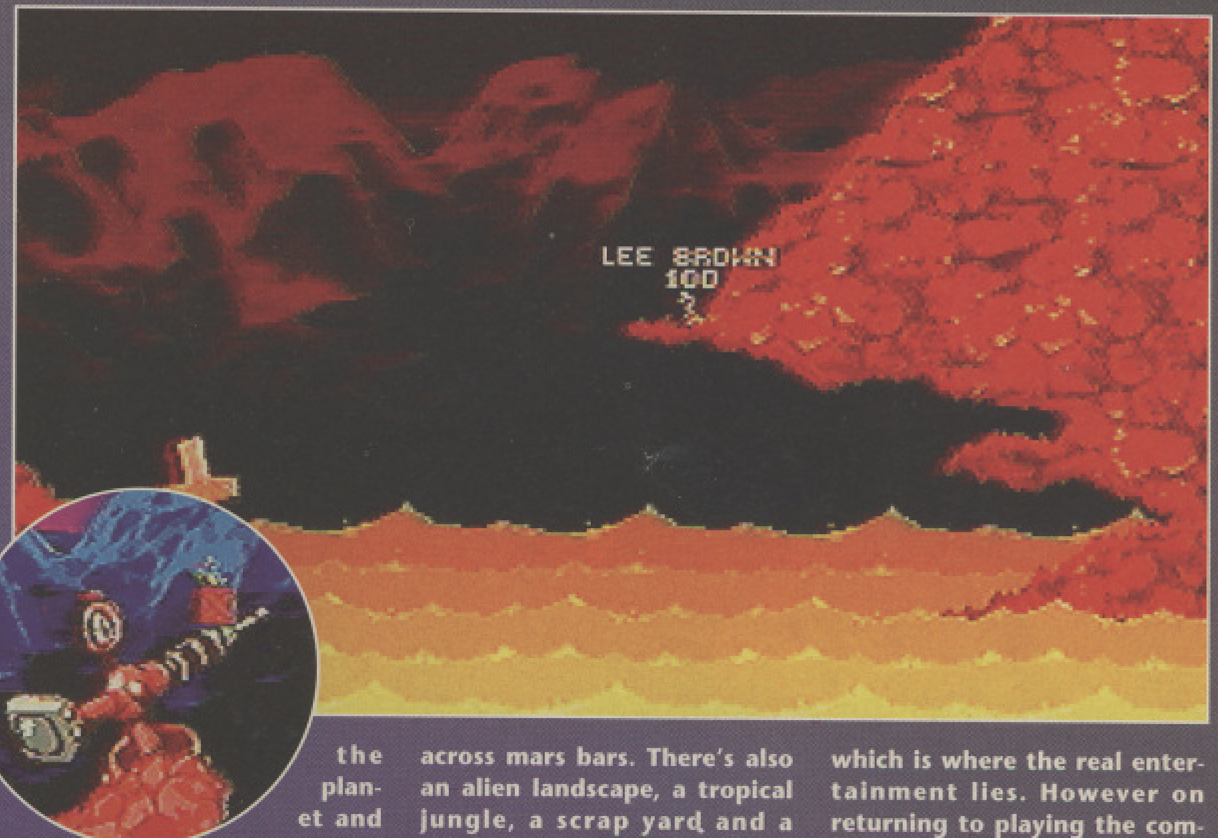
TANKS?

Remember it? Well there are also some striking similarities here. Again they work very well in this incarnation. Our little





worms may not be in tanks but they have bazookas, grenades, cluster bombs and guided missiles with which to totally destroy the opposition. This often involves aiming carefully and making use of the adjustable power whilst taking into account the wind strength and direction before sending our explosive missiles along the right trajectory to explode in the face of the enemy!



4 BILLION LEVELS?

Yes! You are not mistaken, this game has over four billion levels. It seems that it is possible for the computer to randomly generate the scenes for your shoot out. There are ten types of scene, some admittedly you need 2 meg of chip RAM on board your Amiga. The scenes that these three billion levels are in include the slippery Arctic, hell, a forest with loads of woodland, Mars as in the planet and not the chocolate bar, a desert, candy land where you are more likely to come across mars bars. There's also an alien landscape, a tropical jungle, a scrap yard and a beach. This makes for some serious entertainment where you never know what sort of level you'll be fighting on. If you have the right gear then you can even create your own levels!



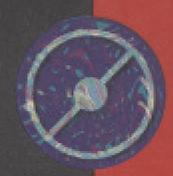


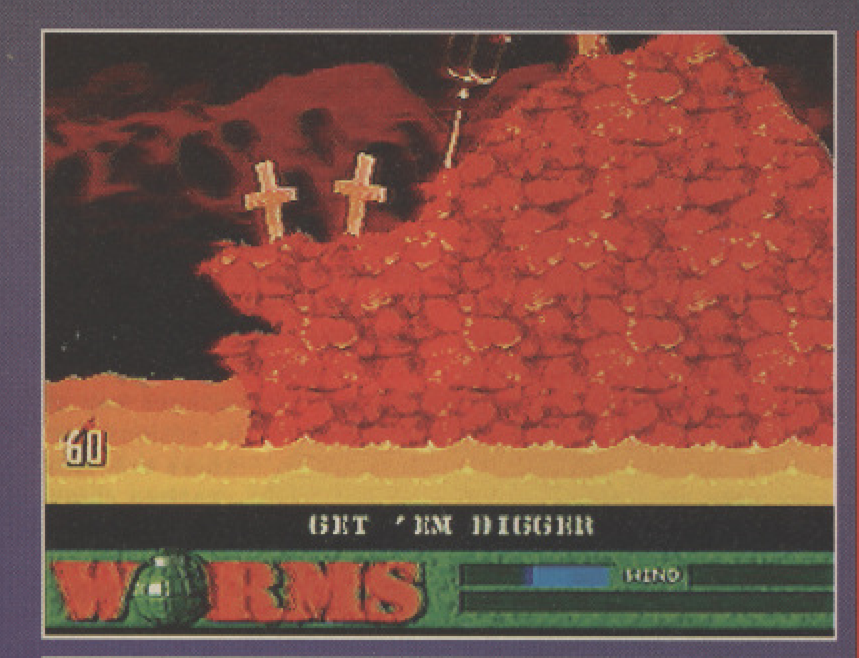
16 PLAYERS?

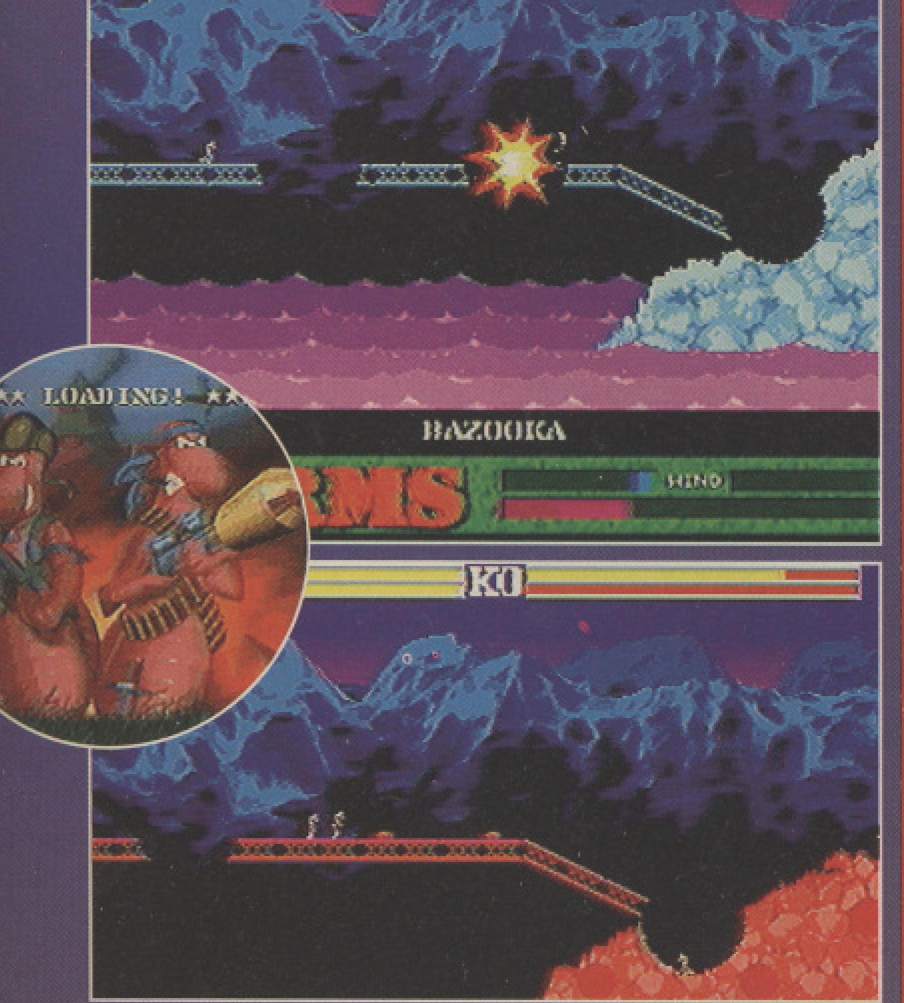
Yup! You can even have up to sixteen of you playing if you've got all the right tackle. When we first started playing we thought that the one player against the computer mode was a bit boring so we started playing each other which is where the real entertainment lies. However on returning to playing the computer I realised that the only thing that had been boring was the fact that I had been losing far to often. Now with a bit of practice I was actually winning!

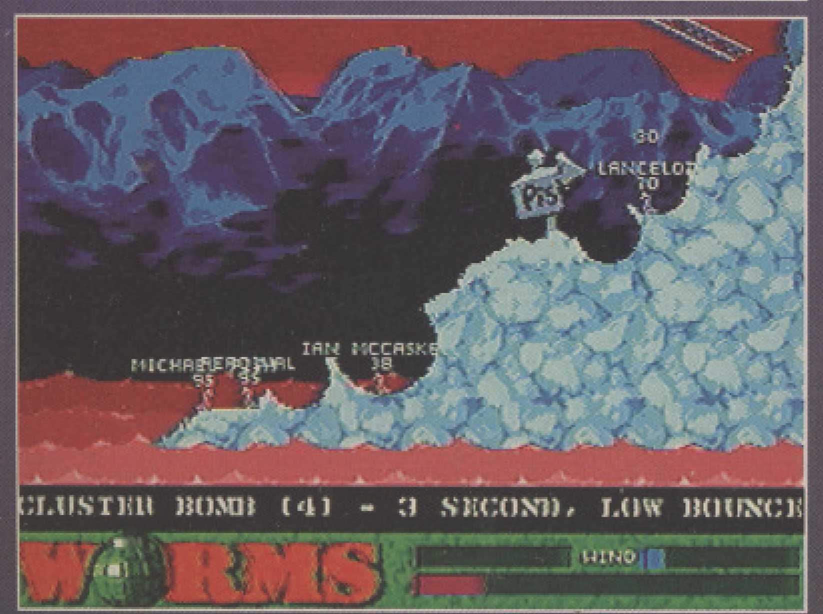


So how do you kill each other? The idea is easy. You take it in turns to have a shot at each other. There is a time limit that means you have to do what ever it is that you want to do rather rapidly. There are a whole selection of things that you can do. I'll go through a whole selection, there's your standard bazooka, a homing missile, cluster bombs, banana bombs. grenades, a shotgun an uzi, a minigun, a fire punch, a dragon ball, dynamite, landmines, a suicide sheep, an air strike, a teleport, a blowtorch, a drill, a bungee, a ninja rope, girders, a skipping rope and a couple of other things. Blimey! There's some seriously destructive stuff here and a some stuff to do tactical stuff.





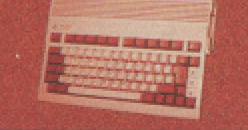




THE VERDICT

This is a game that you simply have to stick on your Christmas list. It is so damned good that you simply can't do any better. Even as I write this review I'm playing the game. I simply can't leave it alone. It is an instant classic! The graphics aren't totally amazing, they are however pretty good. The sound is brilliant but there isn't an awful lot of it, especially on the A500. but despite all this it is one of the most playable games that has ever crossed my desk. This is a game that I will constantly go back to even though I get new games every month. The tactical side of the game will keep you going. Just when you think you have the upper hand someone will deliver an air strike that knocks you of the screen or into the water at the bottom of the screen. This is one way of dying. You can tunnel below people and plant dynamite, you can carefully aim cluster bombs into hollows where the enemy are hiding, and you can shoot people in the face with a bazooka. this is a destructive game that gives you the satisfaction of blowing worms away and the satisfaction of planning an assault. I simply can't express just how good this game is. I can try but there is simply no way that I'll succeed. Worms probably sounds very simple, however there is actually quite a lot to it. The idea is simple and the way it plays are simple. It is easy to control and it needs to be as the time limit will keep you on your toes to say the least.

A500 / 600



Publisher : Ocean
Developer : Team 17

£19.99 Out Now

Hard Disk Installable

Mouse and Joystick

Memory 2MB | Disks 3

GRAPHICS 87%

SOUND 86%

PLAYABILITY 95%

LASTABILITY 95%

OVERALL 94%

A1200 — **This A500 version also loads on the A1200 with improved AGA graphics.**

CD32 — **A CD32 specific version is in the pipeline, and should be out in the next few weeks.**



Black Magic and Guildhall Leisure Services Ltd are about to bring you another great game. it's called Extreme Racing and we've got a preview copy.

Over the last couple of years there has been an explosion in the growth of extreme sports and the lifestyle that surrounds them. The idea of taking risks and escaping from the risk free environment of our ever so mundane lives seems to have really inspired people into throwing themselves off buildings, mountain tops and planes with parachutes and all sorts of other extreme life threatening pursuits. Extreme racing on the other hand isn't all that extreme. what I was looking for was some kind of real extreme sport, well I suppose that motor racing is fairly dangerous and this is another game that gives the arm chair enthusiast a chance to head round a track at high speed without doing yourself an injury. That's as long as you don't get over excited and fall off your chair. this game looks like it really could be something quite special. The game itself that we got our hands on only had three tracks and they were, as you can see from the grabs, rather similar. What it was all about was demonstrating what the playability will be like. I was shocked to see the least! After an initial shock I soon got to grips with the way the car handled. Since then I've spent ages playing it and slowly improving my performance. It really is pretty good and I've yet to experience any of the options that there are. It is rather reminiscent of Mode 7 on the super Nintendo which is a style of graphics that can be found in such games as Mario Carts, a stunningly good game that most of us here at Maverick Magazines absolutely love! The car that you choose handles like a dream. It slides wonderfully round corners and you will soon find yourself in a position where you are slipping and sliding round the course with the consummate ease of Gilles Villeneuve. There are however plenty of hazards to look out for. You will find that there are speed up arrows on the course and these will give you some serious acceleration. If you are not well prepared for them you will end up shooting of the side of the track jump-

EXTREME

ing over the kerbs and crashing heavily into the tyre barrier! This was the case for me for some time, I think I've had a close up view of every tyre barrier on the three tracks that we were provided with. The speed up arrows are however at the moment the only way to stand a chance of keeping up with the opposition who are simply outrageously quick! Normal top speed is just not enough to really keep up. By using these speed up arrows you will be able to get boosts of speed where you will be propelled along the track at lightening speeds. There are other hazards to look out for that really don't have the same useful aspects. These include oil slicks and rough parts of the track. If you are shooting around the track you will find



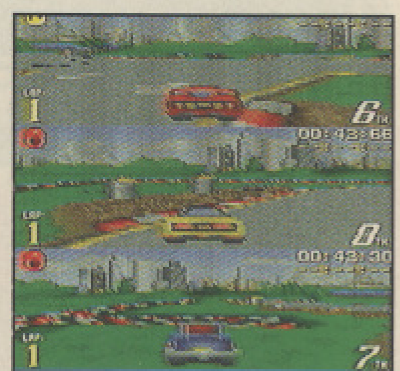


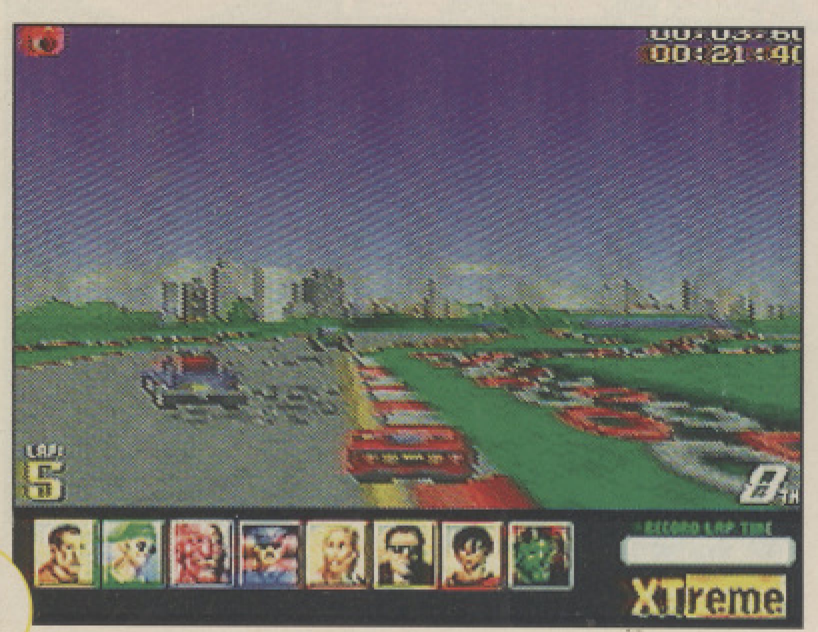
that you may have a few problems if you happen to chance upon the odd oil slick. They are fine if you are going in a straight line but you will find that if you are sliding along sideways trying to go round the corner then you will totally loose it on hitting one of these patches. The areas of rough ground slow you down and in this game it seems that the slightest drop in average speed will have disastrous results to your finishing position. There is a racing line for each corner that will allow you to miss just about all the hazards but I don't think it'll be all that easy to sort out what it is and get good enough to follow it.

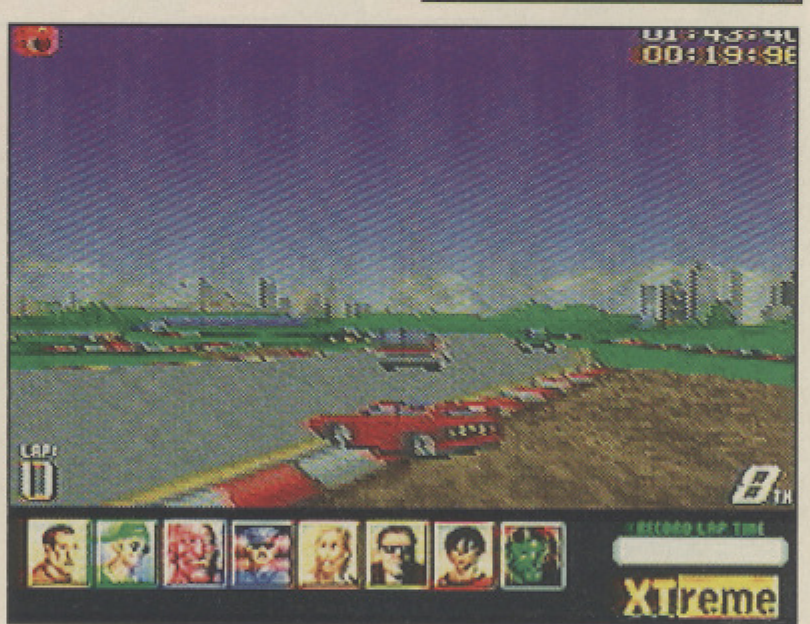
There is another hazard that I found on one of the tracks, exploding barrels! These are something that you should seriously consider avoiding as if you hit them you will find that your car will simply explode! This is as you can probably imagine not conducive to finishing a race well! The hazards in the tracks that I played did not however end here. There is the cross over. It is quite easy to be shunted of course by a car that is going through the cross over at a ninety degree angle to you! You will sometimes see them flying overhead as they jump you. This is another hazard to look out for. Yellow strips on the track that act as jumps. you will find them situated at awkward positions where you are trying to battle it out with another car round a corner for instance, and then suddenly you have hit one of these yellow strips and you are heading towards the tyre barriers at enormous speed! That kind of does in any chances you have! The other problem is the fact that the other competitors are quite ready to ram you at any opportunity they have. Infact the more I think about this the more I understand why it's called extreme racing.

there's a lot of this game that we haven't yet seen but if it's anything as good as what we have seen then we will be looking at an excellent game. This looks like it is going to be a very challenging driving game for all Amiga users and that's OK by me, as far as I'm concerned you can't get enough driving and racing games, though I have to admit that what I'm really looking forward to is Pole Position F1 Team Manager from Ascon, this is one release that I've been looking forward to for a long long time.

So are there any bad points in the preview copy that might need fine tuning? No not really, and it's rare that you can say that about any preview game let alone one that is obviously as rough and unfinished as the one we received. With all previews you have to remember that the game we are looking at is often a long way from being the finished product, often a lot of changes are made to improve the finished product, often beyond recognition. This is a game that when polished is potentially a classic game.

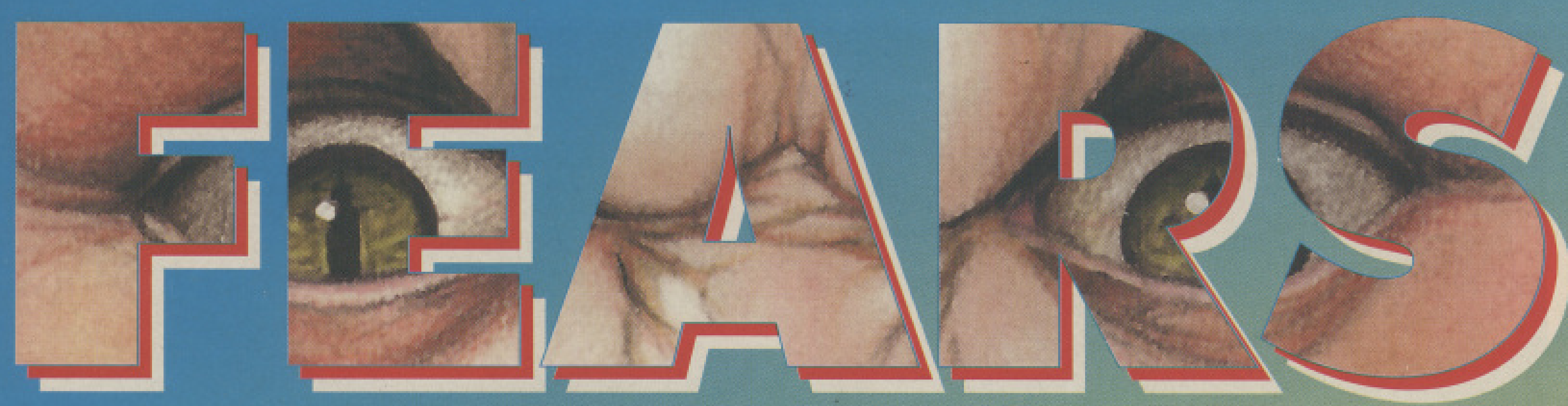




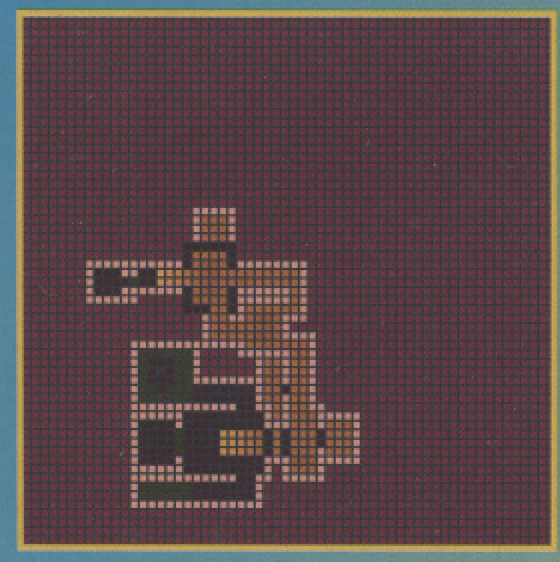




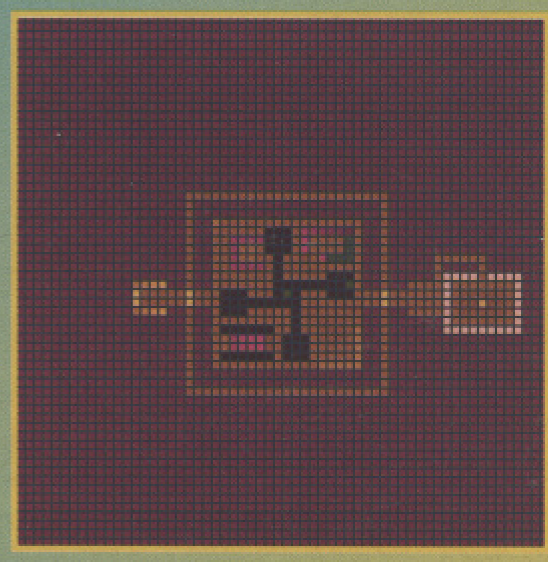
What sort of options are there yet to be seen? Well it will be possible for up to eight players to race against each other, four on a machine with a serial link up or modem link. There will be eight different cars to choose from including a police car, a Ferrari and a VW Beetle. There are going to be loads of different tracks including a water world, a radioactive world and normal roads and there will be a battle mode where you simply kill each other! This really has got the makings of a first class game!



It scored a superb 87% and it represents a real challenge, and here's where we come in. Fancy knowing your way round before you get to the next level? Well these maps ought to help you out then! We could, of course, point out where everything is, but surely that would make it too easy, wouldn't it?

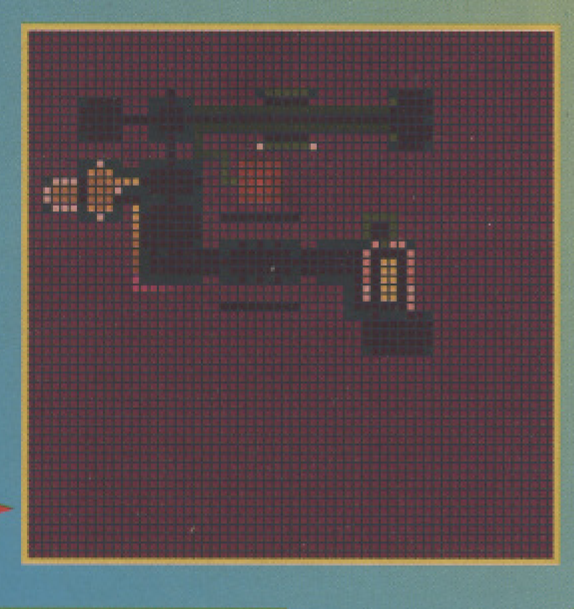


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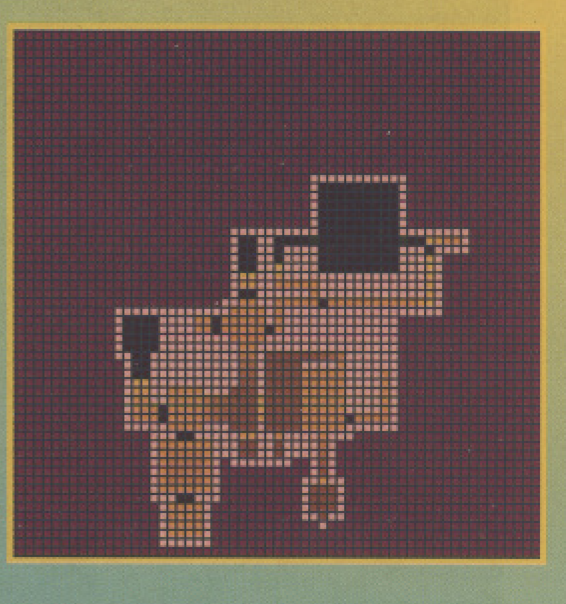


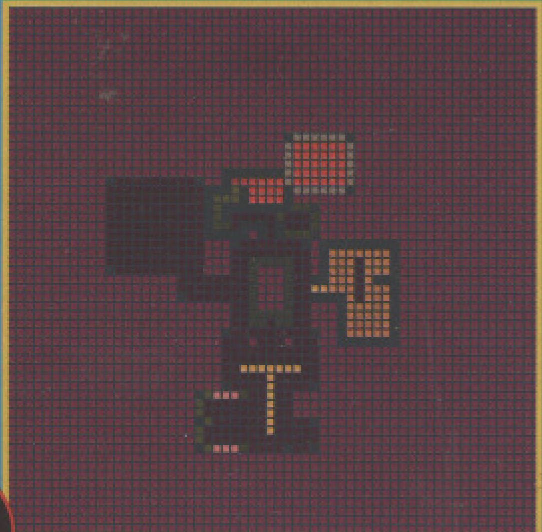
LEVEL TWO

LEVEL THREE

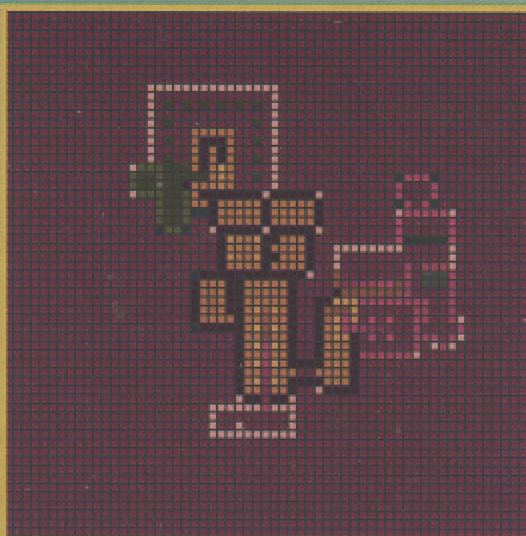


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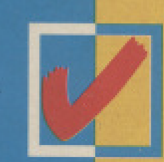


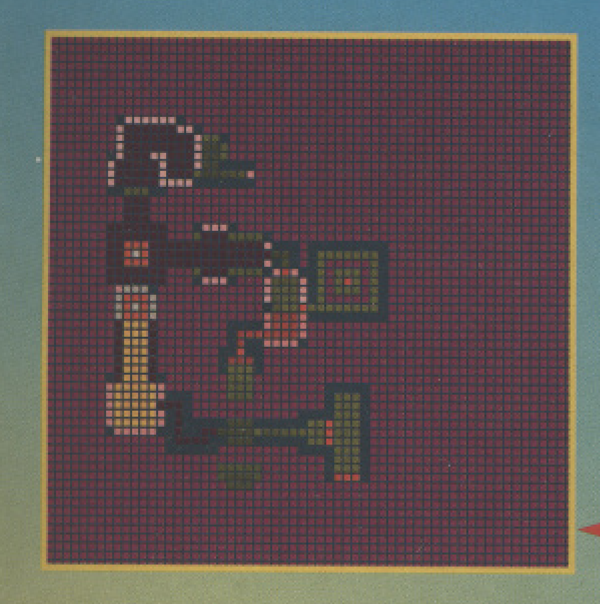


LEVEL FIVE

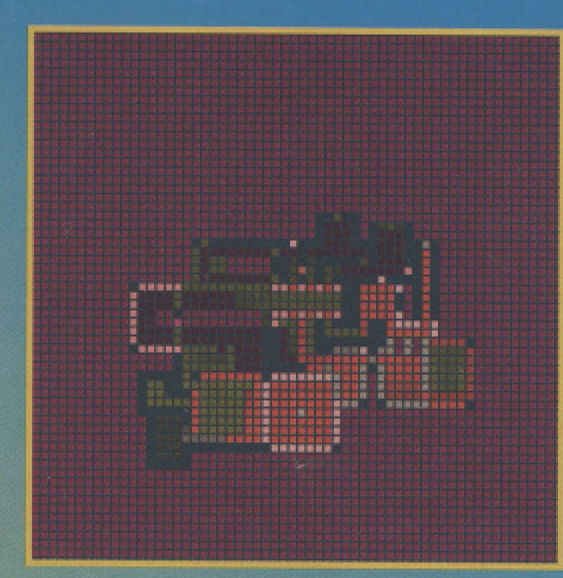


LEVEL SIX

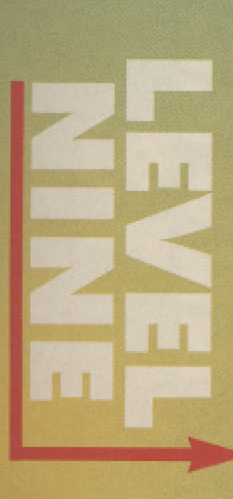


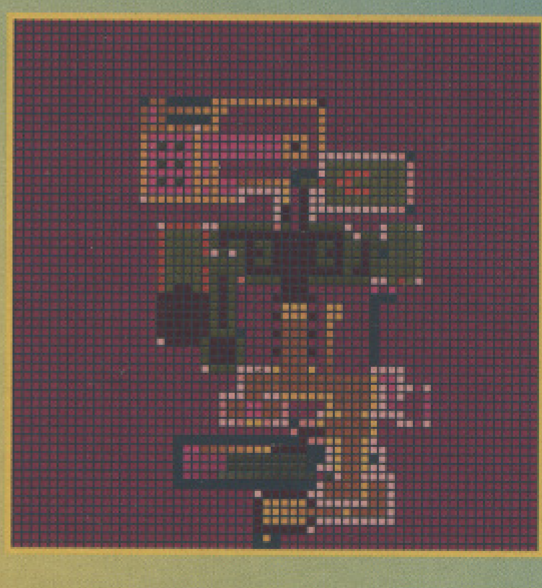


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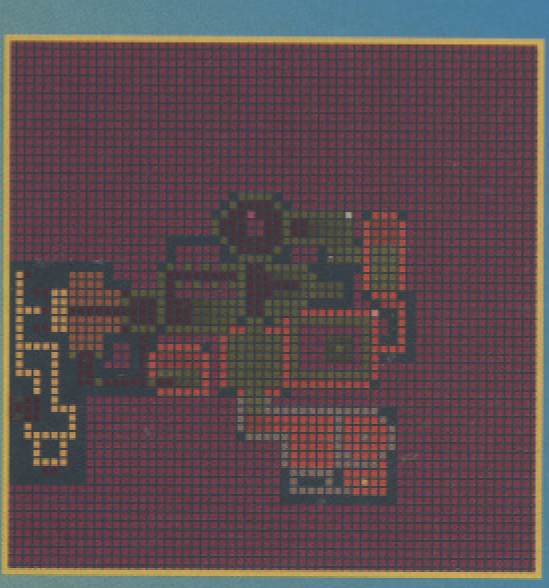


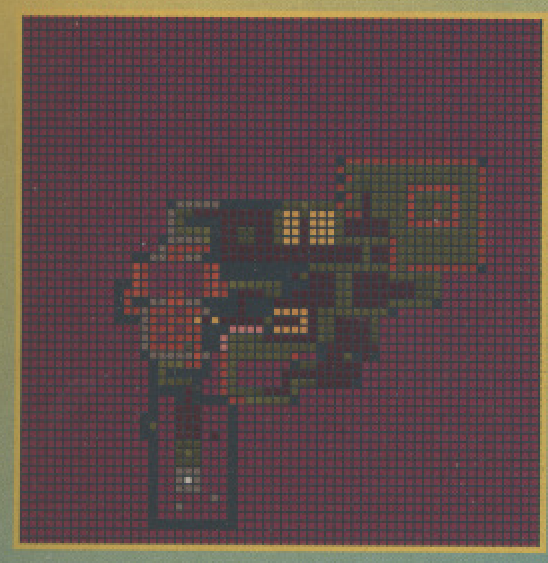
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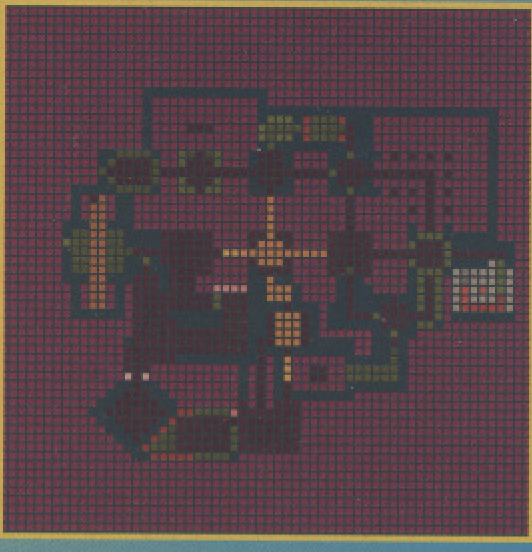






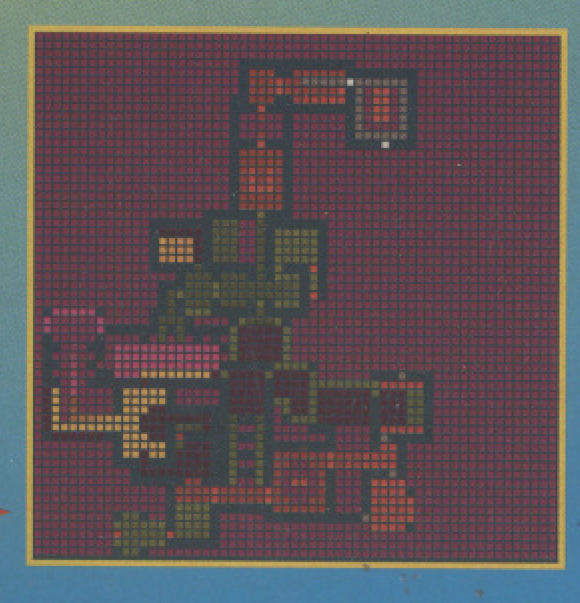




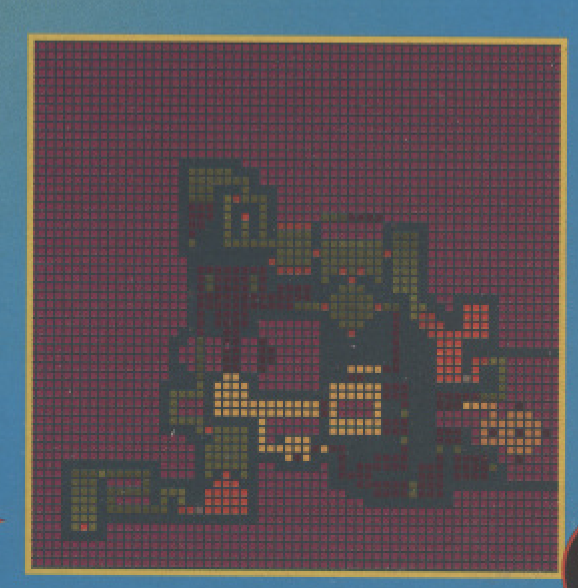




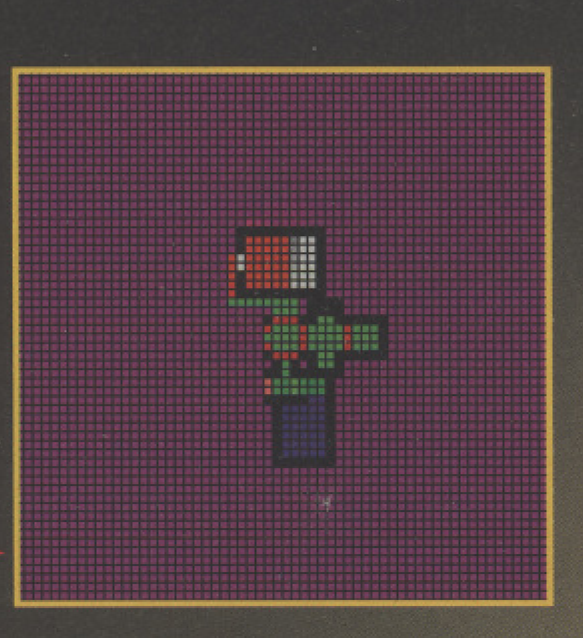
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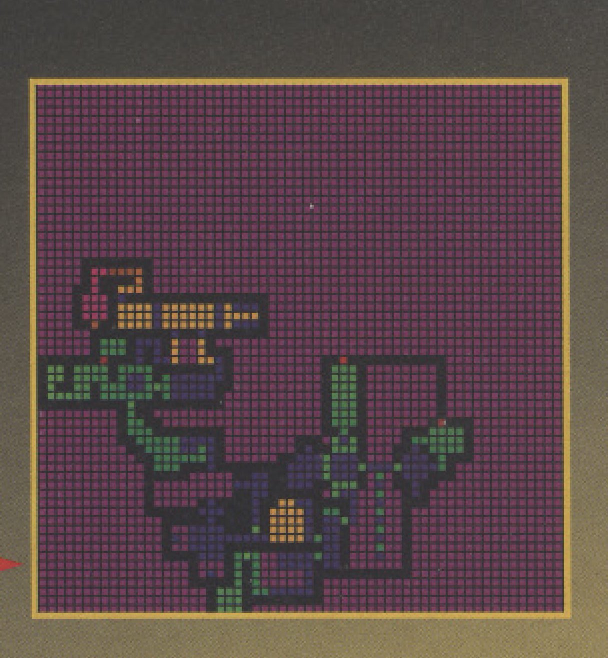


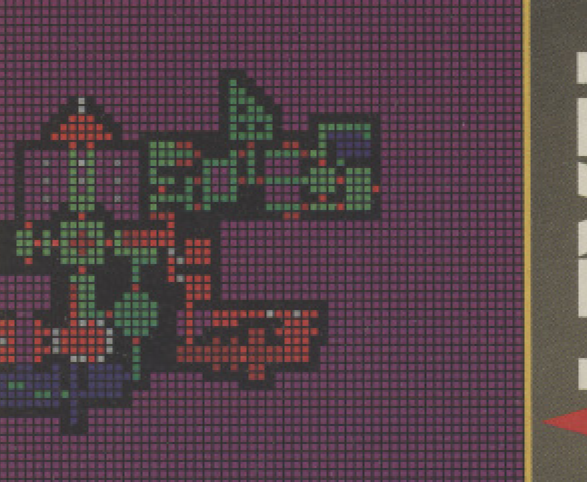


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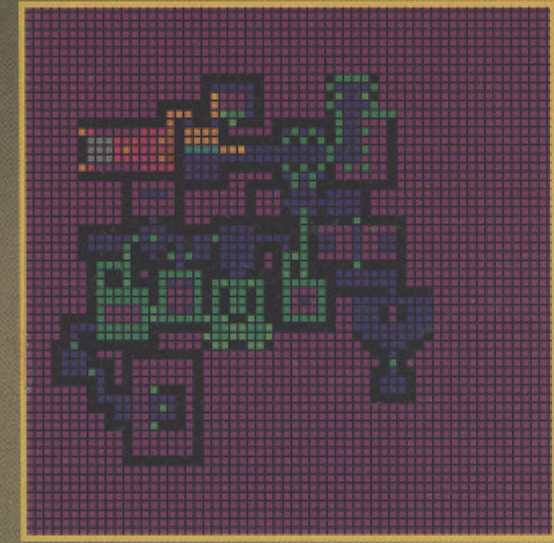


LEVEL 16



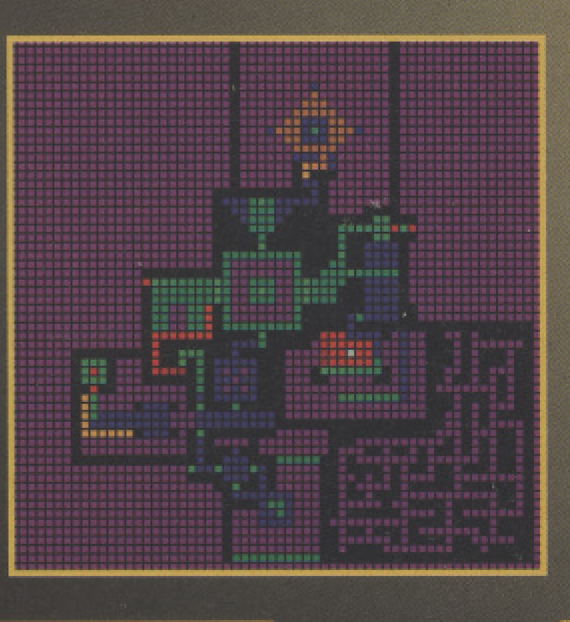


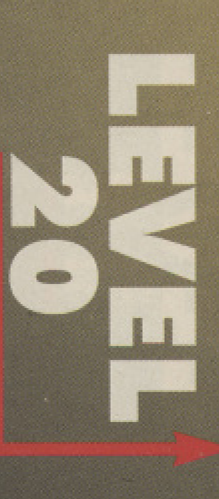


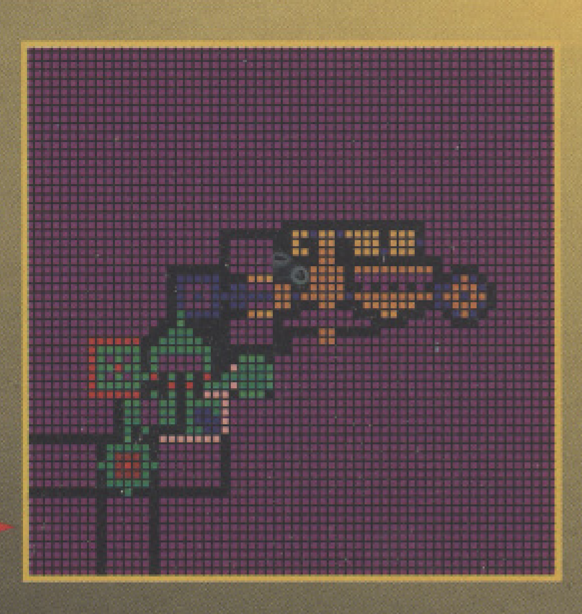


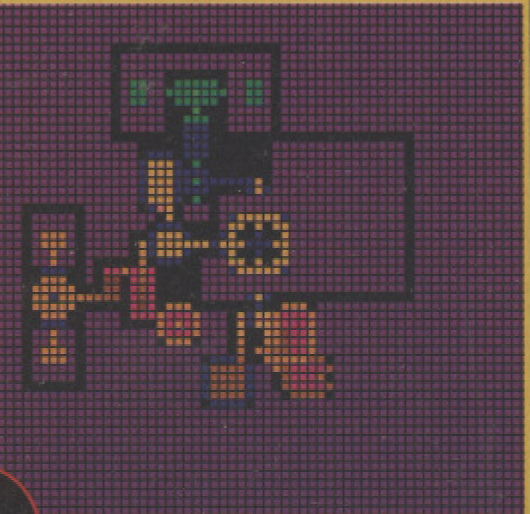


LEVEL 19

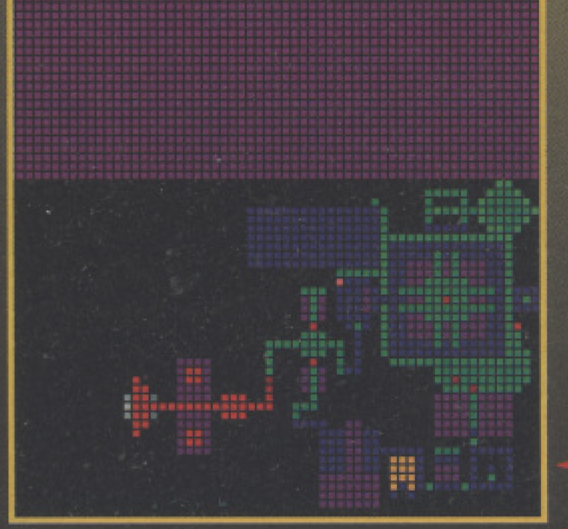






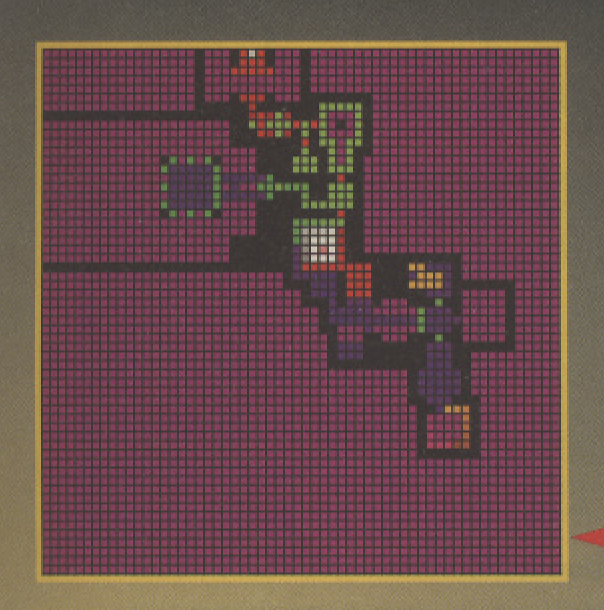




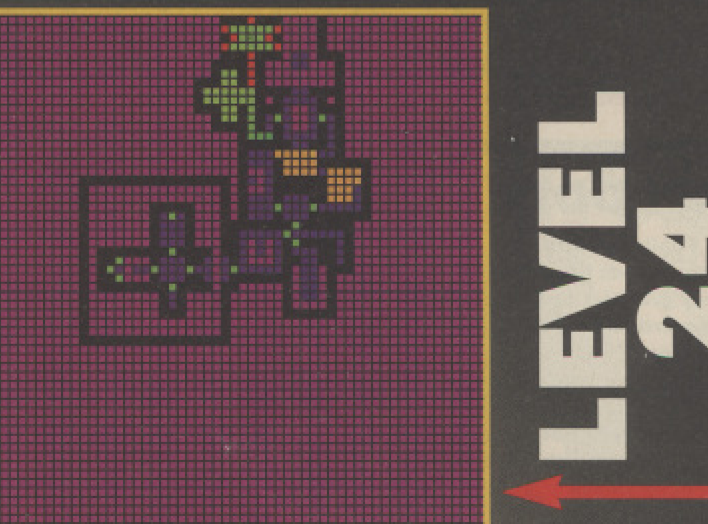








LEVEL 23

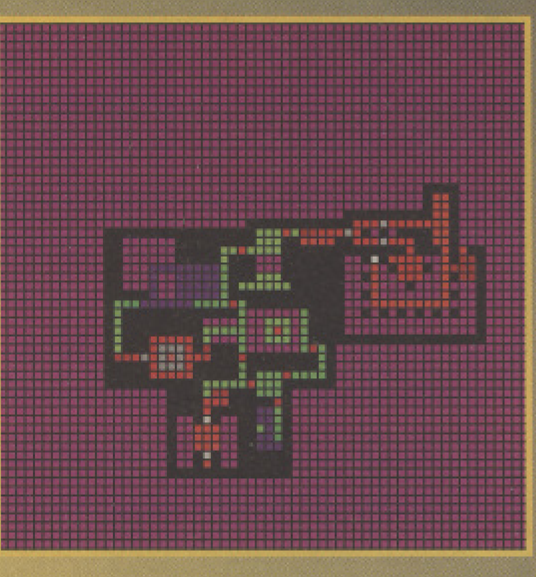


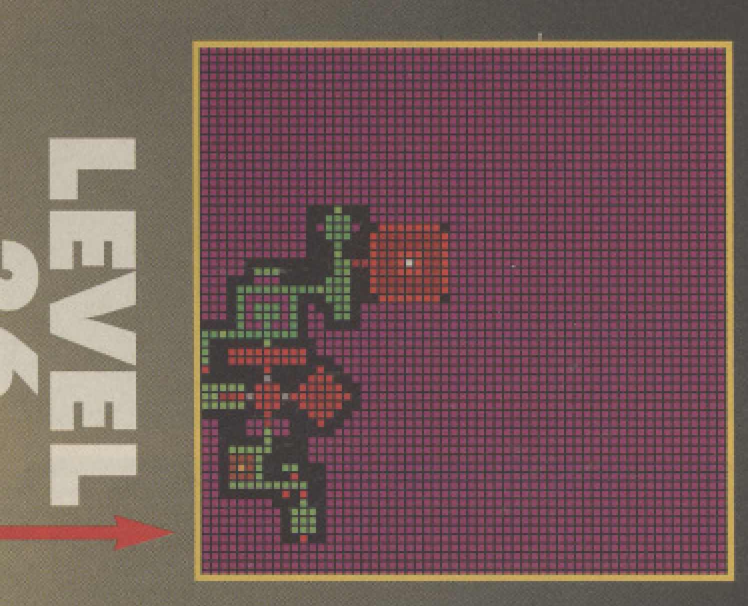


LEVEL 24

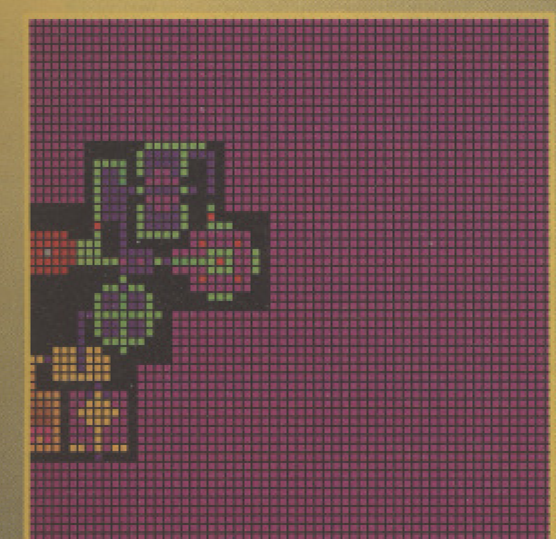


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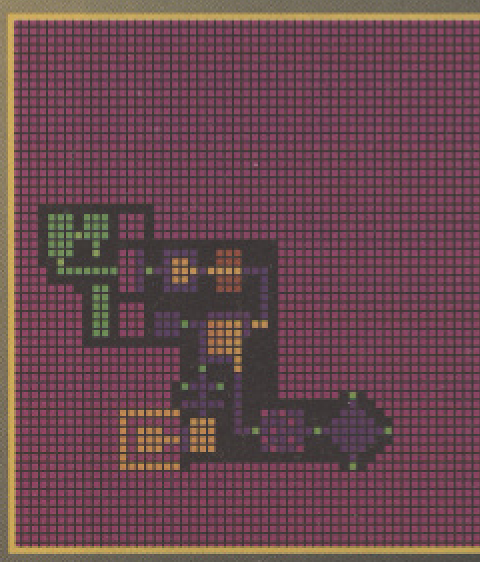


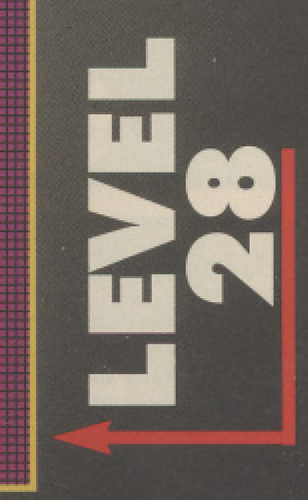


LEVEL 26



LEVEL 27

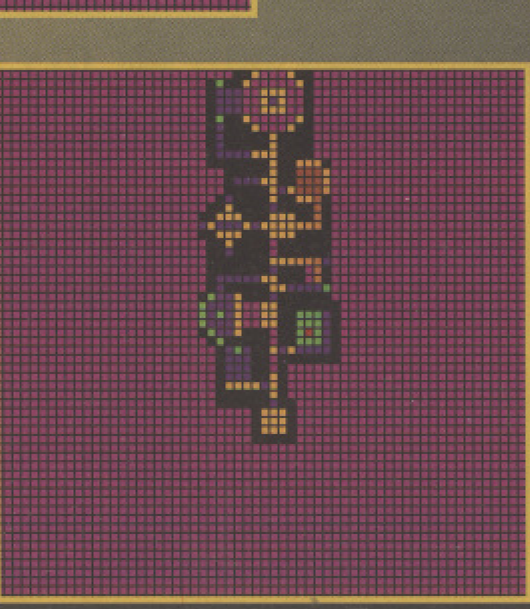




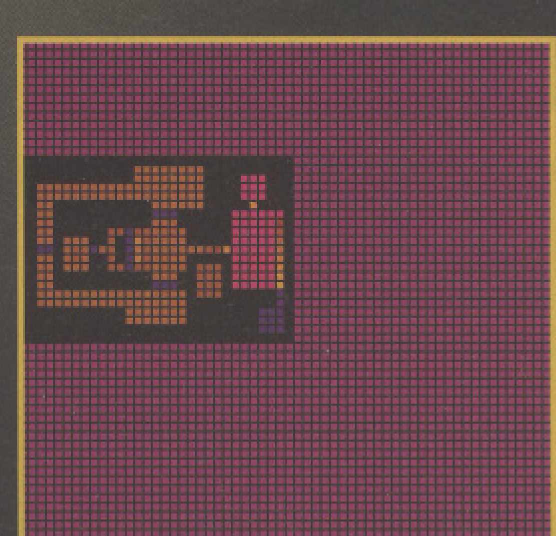
LEVEL 28



LEVEL 29







LEVEL 30

RECOMMENDED

ALADDIN

Publisher : Virgin
Issue Reviewed : November 94

Amazing graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.



CANNON FODDER

Publisher : Virgin
Issue Reviewed : Dec 1993

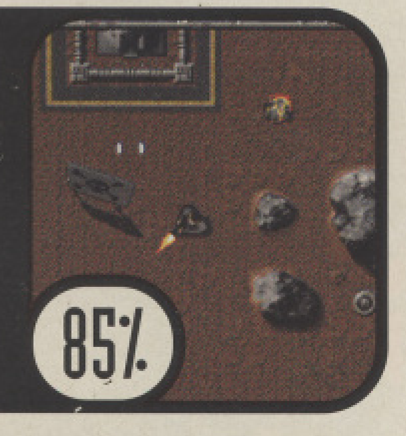
War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved. In it.



A.B. TOWER ASSAULT

Publisher : Team 17
Issue Reviewed : January 1995

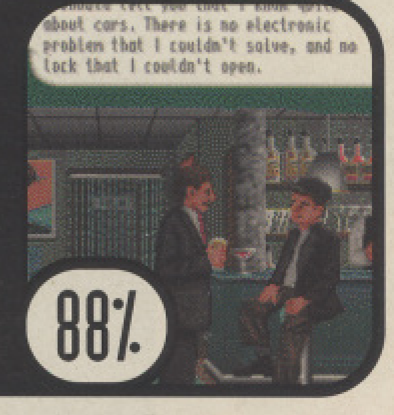
Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it.



THE CLUE

Publisher : Black Legend
Issue Reviewed : Sept 1994

Become London's next Mr Big without ever leaving your room! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth'.



A.T.R.

Publisher : Team 17
Issue Reviewed : March 1995

All Terrain Racing is what you get in this tyre-shredding bumpathon with excitement-shaped knobs on. If you fancy sucking a Death Race 2000 meets Spaghetti Junction-flavoured gob-stopper, then ATR is one sweetie you'll savour.



CRYSTAL DRAGON

Publisher : Black Legend
Issue Reviewed : December 1994

Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.



BANSHEE

Publisher : Core
Issue Reviewed : July 1994

Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come.



DAWN PATROL

Publisher : Empire
Issue Reviewed : April 1995

Action packed, as flight sims go, the third sortie for Rowan's impressive 3D engine is the easiest to fly and the most arcadey since *KOTS*. New pilots should start here, but only flight sim junkies will wish to own all Rowan's games.



BUBBA 'N' STIX

Publisher : Core
Issue Reviewed : January 1994

More platformular near-perfection from Core with this beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.



F1

Publisher : Domark
Issue Reviewed : February 1994

From the Frenchmen who brought you Vroom! comes the official F1 licence. Actually, c'est Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est tres bon!



So, it certainly isn't August this month, although it has been for the last two months according to our recommended guide. Instead we offer you the superb autumn month of October, and here's your ex-editor Lee Brown with a quick guide to all the....



FIFA INT. SOCCER

Publisher: Elec. Arts
Issue Reviewed : October 1994
FIFA's here at last and it's great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag.



87%

ISHAR 3

Publisher : Daze
Issue Reviewed: Sep 1994
Ishar's back and this time c'est trois! Wohratax the dragon is created Lord of Sith for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel avec les knobs enorme, er... sur.



87%

FLINK

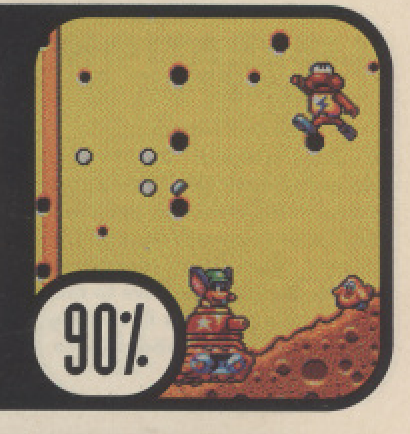
Publisher : Psygnosis
Issue Reviewed : February 1995
Crisis cocks its leg on Fairyland as Top Crystals go awol from the four kingdoms. Luckily, that Flink is bounces across the level playing fields and puts pay to the evil Wainright with some spell-binding CD32 graphics! At a magical £14.99!



87%

JAMES POND 3

Publisher : Millennium
Issue Reviewed : June 1994
The third Pond platformer is huge. And fast. In operation Starfi5h Pond weighs in with a Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.



90%

GENESIA

Publisher : Team 17
Issue Reviewed : Dec 1993
Huge society-building thing, similar to The Settlers, but not as easy to get in to straight away. Start off with a tiny tribe, and watch your fellas grow into something that makes the Roman Empire look like a chain of cheap Pizza Restaurants.



88%

JUNGLE STRIKE

Publisher : Ocean
Issue Reviewed : December 1994
Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)



86%

GUARDIAN

Publisher : Acid Software
Issue Reviewed : November 1994
What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game you've been waiting for. You are in space and have



88%

K240

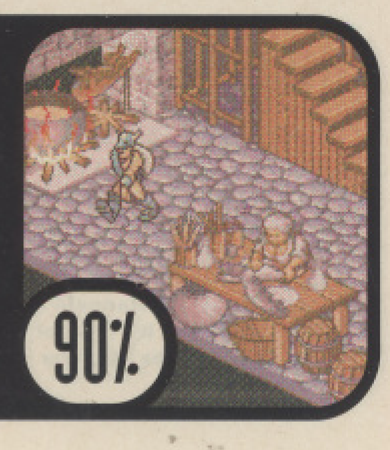
Publisher : Gremlin
Issue Reviewed : May 1994
Populous with asteroids, that's what this is. Explore space to find some asteroids. Colonise 'em. Exploit 'em. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.



90%

HEIMDALL 2

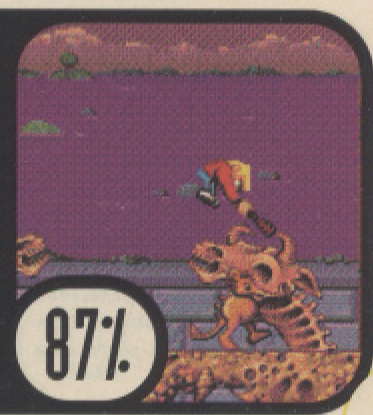
Publisher : Core
Issue Reviewed : Dec 1993
Heimdall 2 is great. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, etc. and added love interest in the shape of the saucy Ursula. Phwaor!



90%

KID CHAOS

Publisher : Ocean
Issue Reviewed : August 1994
Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.



87%

RECOMMENDED

LEMMINGS 3

Publisher : Psygnosis
Issue Reviewed : January 1995

There's an old Greenland saying that goes. "Once, there was Lemmings, then Lemmings 2 and now there is All New Lemmings, and not, as we previously suspected, Lemmings 3. But, hey, what's in a name." Bonkers eh?



89%

PGA EURO TOUR

Publisher : Ocean
Issue Reviewed : Dec 1994

The best golf sim by about 440 yards, and bags more fun than the real thing, which is admittedly, not a very hard thing to be. Thanks to Ocean you and your friends need never touch Woosie's horrid Welch niblick again. Hurrah!



88%

LIBERATION CAPTIVE 2

Publisher : Mindscape
Issue Reviewed : Dec 1993

An atmospheric RPG with a sexy intro! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone mad.



94%

PINBALL ILLUSIONS

Publisher : 21st Century
Issue Reviewed : January 1995

Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?



91%

MORTAL KOMBAT 2

Publisher : Acclaim
Issue Reviewed : January 1995

More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Snippy the Censor, but basically, hard as a pie baked in Hell's Kitchen and about twice as hot!



90%

PUTTY SQUAD

Publisher : System 3
Issue Reviewed : August 1994

Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long-lasting platform fun.



90%

ON THE BALL

Publisher : Daze
Issue Reviewed : Sep 1994

The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.



90%

ROADKILL

Publisher : Acid Software
Issue Reviewed : January 1995

'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT but a warning against Roadkill, the game that puts death back into driving. Probably not Sponsored by BSM.

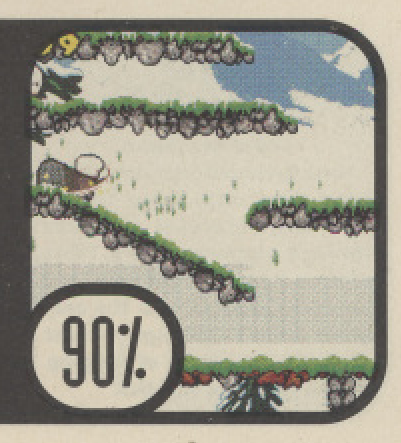


90%

OUT TO LUNCH

Publisher : Mindscape
Issue Reviewed : July 1994

His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!



90%

RUFF 'N' TUMBLE

Publisher : Renegade
Issue Reviewed : August 1994

Cute but curmudgeonly Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.



91%

...games which ought to be in your collection. Funny thing is though, that the text is an awful lot like it used to in The Emap One. And mroe curiously, the write up for PGA Euro Tour was the same as Cannon Fodder for the past 2 months! Go figure.



THE SETTLERS

Publisher : Blue Byte
Issue Reviewed : Dec1993
Your typical god game, but this time with a medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.



90%

S.W.O.S.

Publisher : Renegade
Issue Reviewed : January 1995
It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full. Then, look out! Computer teams heading the ball and keepers with less butter on their gloves. The same, only different-er.



90%

SHADOW FIGHTER

Publisher : Gremlin
Issue Reviewed : February 1995
Umbered BEU-tification from Spaghetti Land, where running away from the fray is considered 'normale'. There are no white flags on this baby, though, as she crouches Streetfighter-ishly in the gloom and snarls: 'La donna è moblie'. Not half!



91%

THEME PARK

Publisher : EA
Issue Reviewed : October 1994
Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.



92%

SIMON THE SORCEROR

Publisher : AdventureSoft
Issue Reviewed : February 1994
The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.



89%

UFO

Publisher : MicroProse
Issue Reviewed : December 1994
'Hello Planet Earth' say odd-looking blokes with frog-spawn guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. Save the planet, and that takes strategy, dosh and whole ice-cream scoops of death.



89%

SKIDMARKS 2

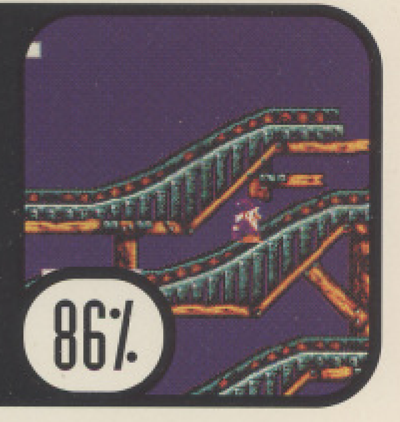
Publisher : Acid Software
Issue Reviewed : April 1995
More isometric raceware that's a bit arse as a one player-game, but a real crowd pleaser when two or three are gathered together for a few laps. The introduction of cows allows us to say that in the beef stakes, Skids 2 is a big fat juicy rump.



88%

WIZ 'N LIZ

Publisher : Psygnosis
Issue Reviewed : November 1993
A game that's so much better with two, this cute platformer is transformed when the both of you do it. Compete for the collection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.



86%

SUPER STARDUST

Publisher : Bloodhouse
Issue Reviewed : December 1994
Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeatedly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.'



90%

X-IT

Publisher : Psygnosis
Issue Reviewed : October 1994
OK, which arse changed the title of this game? The top puzzler of '94 was Zonked!, now it's X-IT. Apparently, the new title is a clever play on words. Exit — XIT. See? I think the people who come up with these things are marvellous.



82%